MY SUBREDDITS PREMIÈRE PAGE · TOUS · RANDOM | MILDLYINTERESTING · FUTUROLOGY · GIFS · IAMA · SPORTS · SHOWERTHOUGHTS · NEWS · GAMING · DOCUMENTARIES · ART · MOV PLUS »

Sticky Announcement: New submission rules

Adzerk

COMMENTAIRES SIMILAIRES AUTRES DISCUSSIONS (4) se connecter ou s'inscrire en quelques secondes | français

reddit starcraft Filters Community Events Streams VODs Replays chercher reddit

2829 OTHER

Starcraft 2 will be dead before Legacy of the Void if Blizzard doesn't change its course [Other] (self.starcraft)

submitted 1 an de ça * by NeoDestiny

EDIT: FUCK FORGOT TO TAG POST AKSDJFKA

This is an incredibly heated topic, and I'm speaking a bit outside of my comfort zone. Be warned, some things in this thread might be ~~a bit~~ completely outside of the realm of possibility/reality. I'm only speaking from my own, personal experience using the (incredibly) limited amount of knowledge I've accumulated while existing in this part of the internet over the past couple of years.

History

For a little bit of backstory, Brood War was ENORMOUS in South Korea. ENORMOUS! It was broadcasted on national television to millions of people. Players like Boxer earned almost a half million dollars per year in salary + endorsements. Brood War was, for a lot of people, considered THE definitive E-Sport. Over 100,000 people#History_of_Starleague) were attending OSL finals.

There's really not much to argue about here. Starcraft: Brood War was enormous. Brood War was an undeniable stepping stone in order to get to where we are today. **So why does it feel like growth has stagnated in Starcraft 2?** Surely there's only one direction to go from the end of the Brood War to the start of Wings of Liberty, and that's up, yes?

Stagnation and South Korea

People expected Starcraft 2 to only build upon Brood War and explode in popularity over the 2010-2012 seasons. "E-SPORTS E-SPORTS E-SPORTS" people would chant on the forums. Leagues such as IPL, NASL and MLG were raising all sorts of capital to invest in these tournaments with the idea that we'd be getting hundreds of thousands of viewers.

But that growth never came.

Even Sundance went on Live on 3 to explain that he's still "not making money" and that the amount of money being spent now was more akin to "investing" than anything that was turning a real profit. We haven't seen the explosion in prize money we've been hoping for.

IPL's prize pool has remained the same from seasons 3-5. The NASL's prize pool has remained the same since its inception. MLG's prize pools have been rising, but they are the only ones to push relatively innovative monetization schemes into the market (such as the $20 PPV model, + high production gold membership content).

So we haven't really seen the explosive growth that we were kind of expecting and hoping for. There are no million dollar Starcraft 2 tournaments. And, arguably the worst news yet, South Korea didn't bite.

A quick glance shows that almost 25% of all South Koreans are playing League of Legends in PC Bangs. It's by far the most popular game, with the next game falling in under 13%. Brood War comes in 8th place, at 3.4%, and Wings of Liberty doesn't even make the top 10 list.

Heart of the ~~Swarm~~ Bored

There's been a lot of hype concerning Heart of the Swarm. Streamers were looking forward to the (hopefully tremendous) boost of popularity due to having access to the Beta. Players were hoping for innovative new mechanics and play, reinvigorating what was becoming a relatively stagnated and uninteresting gain. I can speak from personal experience here, and from watching others play, that most of the HotS excitement died off **in about one week**. There was a noticeable bump in viewers for a little while, but everything has pretty much settled down now and people are back to Wings of Liberty.

To me, personally, this is one of the biggest nails in the coffin for the Starcraft 2 scene. Brood War was a whole different game, it changed **everything** and it remained popular for some 10 years, arguably defining a generation of South Korean athletics.

Alright, now that we have the history out of the way, it's time to get into some of the more controversial topics and ideas.

How do we grow Starcraft 2?

You can't.

This sounds like a dick answer, but I'm going into full-on asshole mode for this one. **The people telling you that e-mailing sponsors to thank them for supporting teams etc...etc...and that it's really helping the scene are lying to you, or are delusional.** It may help just a bit, but the impact is incredibly minimal compared to the most important factors - SALES. Companies don't sponsor events so that their PR people can jerk off over e-mails all day long; they sponsor events to get a monetary return on their advertisements.

Here's a simple formula.

I invest $x into an event knowing that it gets y viewers. I expect z%

ce message a été soumis le 16 Oct 2012
2 829 points (61% ont aimé)
7 841 upvotes 5 012 downvotes
shortlink http://redd.it/11m21k

nom d'utilisateur
mot de passe
mémoriser réinitialiser le mot de passe
connexion

Submit a new link
Submit a new text post

starcraft
s'abonner
161 232
991

GENERAL INFORMATION
- Use the "Filters" menu across the top to tailor the content here. Use RES to customize even more.
- Green verification check mark guide and verified users list
- To hide spoilers use format: [text to hide](/spoiler) (details)

TAG MEANINGS
Discussions & Selfposts
Videos & Stream
News & Events
Spoilers
User Created
Fluff & Offbeat

EVENT LIST

	Starts	Ends
Upcoming		
MLG Anaheim	20 Jun	22 Jun
DreamHack Open: Summer	14 Jun	16 Jun
Ongoing		
SHOUTcraft Clan Wars	20 Feb	
2014 Proleague	29 Dec	9 Aug
Nation Wars II	7 May	26 July
TeSL 2013-2014 S4	9 May	6 July
2014 WCS S2 America	29 Apr	
2014 WCS S2 Europe	29 Apr	
2014 GSL Season 2	9 Apr	28 Jun
ECL 2014: Season 1	26 Mar	15 Jun
Acer TeamStory Cup S3	31 Mar	Jun
Completed		
SanDisk SHOUTcraft	5 Jun	8 Jun
HomeStory Cup IX	5 Jun	8 Jun

source

MODERATORS REMOVE (rule list):
- Personal information
- Direct threats
- Blatant spam
- Deceptive links to shock sites, malware, etc
- Submissions irrelevant to *StarCraft*
- Submissions with vague or no context
- Uncorroborated accusations
- Promotional submissions that exceed "2 per 1 per 1"

conversion on those viewers and my average sale is $a.

The money you invest into a team is the sponsorships that we hear about. The viewers are the number of people that watch tournaments. The "conversion" is a % of people that will make a purchase based on the investment in advertising, and the sale amount can be used to determine the worth of advertising.

If MLG gets 150,000 viewers and their conversion is .5% (750 people) on a particular product and my product sells for $30 each, I can expect to gross ~$22,500 in sales from "sponsoring" said tournament. If I were going to advertise or invest in MLG, there are no amount of "friendly e-mails" that are going to cause me to invest more than that into it, because it's simply not worth my time or money to do so.

Yeah, I simplified this quite a bit. Brand image (people being happy/associating your brand with positive ideas) and loss leading (losing money in one area in the hopes of using the marketing to gain money in another area) do exist, and it IS a good thing to tell advertisers that you have MADE A PURCHASE of a product DUE to them sponsoring a particular event. However, I get this feeling/notion that people think that if we just go on these mass e-mailing sprees that somehow it will "grow e-sportz!!111" or cause this huge influx of money into the scene.

In the end, it all comes down to money. **The best way to grow E-Sports is to acquire more viewers**.

If we can't do anything, who can?

There is only one person right now who can grow Starcraft 2 in the way it needs to grow. One entity, rather.

Blizzard.

Starcraft 2 is suffering from a lot of problems. It has been from the very beginning, but Blizzard has failed to address them time and time and time again. They are continually proving themselves utterly incompetent when it comes to managing a game as a competitive sport backed by a casual community.

People, ESPECIALLY people in this community seem to fail to realize that a game's competitive success lives or dies by its casual accessibility. Yeah, in a dream world we all want this ULTRA CUT-THROAT COMPETITIVE FUCK YOUR FACE game where OH MY FUCKING GOD SKILL CEILING SO HIGH NO MULTIPLE BILDING SIELECT FUK AUTO-MICRO OH MY GOD SO COMPETITIVEEE!1111...But in the real world, no one wants to play that game except competitive people.

Competitive games are not fun.

It's not fun to play ranked matches that affect a ladder ranking. Why on earth would you play a game that gives you ladder anxiety? Why would you play a game where 11/11 or 6 pools or 4gates can kill you in under 4 minutes? Why would you play a game that punishes mistakes so cruelly?

The average, casual player wouldn't. One of the Starcraft 2's major problems is its inability to understand that its primary audience (the casual gamer) has been completely neglected.

Let's look at Brood War for a second. Check out what you see as soon as you log in. The chat + friends list takes up almost 70% of the screen! If you want to play "Melee" games (kind of the equivalent to Laddering in SC2) you have to click the "Join" button on the right, and then filter for the melee games you wanted to play. **Starcraft 2 has taken a relatively minor and extremely unpopular feature of Starcraft Brood War and made it the focal point of their game.** Why in the FUCK would you design a game around the most unpopular feature of its predecessor?! **This shows a clear and disgusting lack of understanding on Blizzard's part and is entirely unacceptable for a company trying to design a competitive game.**

I try to give people the benefit of the doubt when it comes to things like these; obviously the people in Blizzard who work in the positions they work in are there for a reason, so I assume they know more than me about these things. But this...oversight...I just don't understand. Everyone who played Brood War played for the UMS games; the 2v2v2v2 BGHs; the 3v3 zero clut!111 nr 20 and 2v2v2v2 FMP!. When most people think of BW, they remember playing hundreds of games of Evolves or Bunker Wars or that fucking Yugioh! or DBZ game.

WHY WOULD YOU MAKE THE FOCAL POINT OF SC2 A COMPETITIVE ASPECT WHEN 95% OF CASUAL GAMERS HAVE NO DESIRE TO COMPETE?!

This lack of understanding on Blizzards part is the number 1 reason why Starcraft 2 is dying, and their **utter failure** in understanding even the most basic concepts of designing a casual-friendly game are mind-blowing.

Here are a few suggestions just right off the top of my head, that would increase SC2's popularity among casual gamers:

- More ways to get achievements (everyone fucking loves achievements, look at: X-box live, Square-enix's online play, Steam, PSN, origin, WoW, to name a few)
- Customizable decals or skins for units (no affect on play, only visual)
- Paid/unpaid name change (THEY ALREADY ACCEPT PAYMENTS AND YOU CAN ALREADY CHANGE YOUR NAME, THE BACK-END EXISTS, WHY NOT MAKE A FRONT-END FOR THIS WHAT THE FUCK?!)
- Fix the clusterfuck that is "The Arcade" (I don't even)

Blizzard is by no means an indie company, it's not like they lack the funds or the resources to do any of these things. The fact that we had a game launch without chat channels...I don't...what...how...my God....

Players LOVE "building" towards something when they play. That's why people grind out games on League of Legends - they always earn points every game that they can put towards new champions or runes. **There is no reason to play more than a few online games of Starcraft 2 before putting it down**

- Same- and similar-topic submissions that exceed 10 per top 25
- Excessive trolling

RELATED REDDITS

- /r/allthingsprotoss
- /r/AllThingsTerran
- /r/allthingszerg
- /r/BarCraft
- /r/castit
- /r/day9
- /r/esports
- /r/sc2partners
- /r/SpoilerFreeSC
- /r/starcraft_strategy
- /r/starcraft2_class
- /r/StarcraftCirclejerk
- More related reddits

une communauté depuis 5 ans

MODÉRATEURS message the moderators

robhoward
CandyManCan
retrac1324
jevon
Aceanuu
khalid066
iBleeedorange
TechSwitch
Dorkside
leafeator

...and 9 more »

and being done with it. This is a HUGE FUCKING PROBLEM.

What's worse, Blizzard seems to be completely oblivious to all of these problems with Heart of the Swarm. Clan support? WE DON'T WANT CLAN SUPPORT, JUST LET US CHANGE OUR NAMES. Ability to play unranked games? This is nice, BUT FIX THE CLUSTERFUCK ARCADE, casual gamers don't give a fuck about 1v1s!

So what's going to happen in the next few years?

I'm sorry if I come off as pessimistic, but with the way that RioT and Valve are doing SO MANY THINGS right with their respective games, I can't see SC2 being considered a serious competitive game come 2 years from now. LoL's growth has been explosive, DotA 2 is...well, fuck, it's DotA and Valve, what else needs to be said? Both games push their marketing HARD (RioT pushes their youtube and runs all sorts of promotions to get people involed in the community, DotA has HATS MAN, HATS!).

Starcraft 2 has....people clapping during Blizzcon when players don't spawn in close positions and people screaming in agony when lag screens come up. And don't give me this bullshit about how "IT WASN'T B.NETS FAULT!", IT DOESN'T MATTER THAT IT'S NOT B.NETS FAULT, IF IT WAS ON LAN THEN INTERNET WOULDN'T BE A FUCKING FACTOR. And them having the nerve to say that emulating the b.net server locally would be impossible is a fucking JOKE.

Again, sorry if this sounds pessimistic, but if this game is going to grow and be considered a serious contender to LoL or DotA 2 over the next few years, the only person we can really rely on to step up their game is Blizzard. The community can help, a bit; purchasing products and letting advertisers know you are making purchases based on sponsorships + telling your friends about the game. But Blizzard HAS to make some kind of serious attempt to appeal to the casual player and to bolster interest and support from the casual gamer.

The ball's in your court, Blizzard.

(I'll edit and change up some things if this reads weird or has factual errors anywhere in it based on comments below, feel free to let me know if I'm way off the mark on something)

2477 commentaires partager

les 200 meilleurs commentaires en afficher 500

triés par: **apprécié**

[–] **huskystarcraft** ✓ 313 points 1 an de ça

I have been saying it for 2 years now.

StarCraft needs a complete and immediate revamp of Battle.net. It needs to have basic social features that encourage people to log in.

What StarCraft ABSOLUTELY NEEDS is:

1) Default into a chatroom the second you log in to StarCraft 2) Clans with chatrooms, message of the day, in-house automated tournaments, calendar, list of members, and mini-forums. 3) If its not clans, some way of having UNLIMITED PEOPLE in a steam-style group. I actually dont like Steam groups but they can be vastly improved.

People ***NEED*** a reason to log in other than 'WHELP TIME TO LADDER'. StarCraft is my entire life and I find even myself not logging in as much as I thought I would.

Right now you log into Battle.net and are greeted with a barren wasteland.

The sad thing is that Barrens chat from WoW was more entertaining...

Honestly I would gladly work at Blizzard full time for no pay for a year to get this game back on track. The foundation for something great is already there. Blizzard just needs to evolve to modern times and learn from what other companies are doing. Valve and Riot are great companies to learn from.

I know Blizzard can do it, it is just going to take a concentrated effort and clear vision moving forward. While I agree that focusing on the competitive aspect of StarCraft is important I 100% think that SC2's weakest point is NOT 1v1 but everything else.

perma-lien

[–] **jurble** 35 points 1 an de ça

> I know Blizzard can do it

This is a company that was still adamantly refusing to add chat channels to Diablo 3 until massive community outcry managed to get them to add the worst chat system of any Blizzard game ever. They certainly have the capability and the coffers to make B.net 2.0 good, but for some reason they have no desire. To them, the open chat and custom game system of B.net 1.0 were drawbacks, not features - and I can't even fathom why.

perma-lien parent

[–] **ivosaurus** 31 points 1 an de ça

Because then people can make their own fun, and that's not directly monetizeable.

perma-lien parent

charger plus de commentaires (1 réponse)

[–] **Stylosa** 3 points 1 an de ça

What I can't understand is Blizzards seeming inability to make these much needed changes to Battle.net.

I'm fairly sure simple updates which incorporate Clans, Clan Chatrooms, Tournament Systems etc should not really take very much time to implement? More so they really need to do something to bring casual players back into the fold. I love SC2, yet due to my line of work devoting hours and hours into honing my skills on solo ladder isn't an option. I'd love to be able to setup a tournament with my friends, join casual clans and all the rest of it. As it stands, I cannot remember the last time I logged into the game. As a result of this I have no interest in HOTS.

It seems to me that Blizzard really need to take a leaf out of Riot's/Valve's book. Why not

make the multiplayer aspect of SC2 F2P? Sell army skins and decals, implement fun game modes (ARAM for example) that players can still earn some sort of reward for, which they can then use to acquire cosmetic stuff? Surely that would increase the player base, which will then increase the views for competitive pro tournaments?

perma-lien parent

charger plus de commentaires (5 réponses)

[–] **embrigh** 791 points 1 an de ça

> Everyone who played Brood War played for the UMS games; the 2v2v2v2 BGHs; the 3v3 zero clut!111 nr 20 and 2v2v2v2 FMP!. When most people think of BW, they remember playing hundreds of games of Evolves or Bunker Wars or that fucking Yugioh! or DBZ game.

Truer words have never been spoken. I was 12 when SC came out and this is *exactly* all I played. I also played UMS for **6 years** solid. I remember completely being in shock that I couldn't do the same in SC2. Needless to say I haven't even put in 1/50th of the time into SC2, I try but I can't play it for 6 hours straight like I can SC1. Blizzard has about singlehandedly destroyed the UMS community, it's a complete shadow of its former self.

perma-lien

[–] **_beeks** 247 points 1 an de ça

Yeah, I played a ridiculous amount of UMS, then only realized once SC2 came out that I never played a single ladder game online; the only experience I had was from the BW campaign. If Halo and CS hadn't taught me the "fun" in grinding out thousands of games, I would have uninstalled a long time ago. The arcade is fucking embarrassing and the chats are terrible. I feel like I'm alone in space grinding whenever I play, even if it's a Friday night. There's something wrong with that.

perma-lien parent

[–] **kawaiiryuko** 69 points 1 an de ça

This is exactly my experience. Before I plateau'd in skill, I was able to look forward to getting promoted, but other than that happy expectation, the most fun I've had is playing with people from TLNY in team games where we just fucked around for fun.

The fact that it is so difficult to have that kind of fun social experience speaks volumes, I think.

perma-lien parent

[–] **Sciar** 34 points 1 an de ça

I used to spend hours every day playing Trivia bot in some clan chat channels. I seriously don't know how they've managed to overlook something as simple and social as chat channels being an intricate part of Bnet.

perma-lien parent

[–] **playwithfire05** 5 points 1 an de ça

woah!!! totally forgot about trivia bot... that thing was sooo clutch.

perma-lien parent

charger plus de commentaires (1 réponse)

[–] **[deleted]** 83 points 1 an de ça

Diablo 3 is a also a joke with how antisocial it is. Blizz fucked up hard with sc2, d3

perma-lien parent

charger plus de commentaires (20 réponses)

charger plus de commentaires (1 réponse)

[–] **OnthefarWind** ✓ 41 points 1 an de ça

What's sad is, as a player who joined during sc2, I have no idea what UMS is.

perma-lien parent

[–] **_beeks** 50 points 1 an de ça

You're missing out on the best part of the Starcraft franchise. It's defined somewhere else in a reply to embrigh, but it's Use Map Settings games from SC1 and BW. The games were out for so long that people got *really* creative with the games they made, and there was almost unlimited potential for enjoyment. The old b.net way of having individuals host games (you could start any game that you had on your HD, and it would show up in others' UMS list, and they could join) was infinitely better than the current way of doing it in the arcade.

perma-lien parent

[–] **TimeValueOfKarma** 9 points 1 an de ça

i miss playing dragonball rpgs, one of the main reasons i got SC2 was because i thought that those scripted games would be newer and better then before. Now all there is, is STD, and hero attack...

perma-lien parent

charger plus de commentaires (3 réponses)

[–] **UnholyAngel** 59 points 1 an de ça

UMS = Use Map Settings. It's the custom game system.

Starcraft and Warcraft 3 both used the same basic system. Anyone could host a map and name the lobby. All of the currently hosted games showed up on a large list of all available lobbies.

This was really great - not perfect - but still good. There were never so many maps hosted that you couldn't look through them all. The list changed as new maps were hosted (if you refreshed), and it had a scroll bar.

This allowed all of the maps being hosted to get exposure. Some were more popular and hosted more or filled faster, but every map had a chance. You could reasonably host most games and have them fill eventually. You could also easily find some gems because lots of different games were hosted.

The real tragedy is that in all except a single aspect, Blizzard's BNet 2.0 is a step backwards.

You can now see a complete list of maps in game, and they are all updated automatically. That is really cool and I like it. That is the only step forward for BNet 2.0.

The game are sorted by popularity. This means the games that get the most exposure already have the most exposure and the unknown games remain unknown. It punishes innovation and digs a deep hole for new games.

The list isn't scrollable, you need to go down with a button click to see more games. This is fucking bullshit. This is another barrier to people finding more games, and further cements the few games that got popular early on.

You can't see a list of hosted games. This sucks in so many ways. First, this means you can't describe the game choices before you join the lobby. In SC and WC3 you could mention the mode(s) you were going to use, so games could have several modes to play in.

Secondly, this means it's even harder to find new games to play. If you are picking a random game out of the hordes that are uploaded, you have to be lucky to find something good. If you have a list of hosted games instead, you can see what other people think is fun. This also means you'll usually run into a host who can help describe the game to you, rather than someone else who stumbled upon the game randomly.

Thirdly, this means you can no longer easily promote a game. If I sat and hosted a game, say Parasite 2, it would draw people into the game. People would download the map (higher chance to look into it later if they already have it) and might play. If I kept this up I would increase the amount of people playing Parasite 2, making the game more popular. This was great for the games you really liked and for map developers, who could just constantly host a game to get some exposure in the player base.

All of this means that the popular games have a ton of inertia and will easily remain popular, while newer games or games that are currently less popular have much less exposure and a much harder time garnering a fan base. For developers, this means less reward for their work.

You could create an awesome WC3 game, host it constantly, and see it played several times most days because people liked it and rehosted it. It was easy enough to grow a map, and at the very least you could almost always get a few games in as people decided to try it out. With the new system you have very little ability to do this - your map goes in the trash pile and must claw its way out, rather than the old system where you could put your map could be put on the front shelf, and given a chance to shine.

perma-lien parent

charger plus de commentaires (5 réponses)

[–] hithazel 49 points 1 an de ça

MOBAs actually started out as a fucking UMS game. That's how fun UMS was- it started multiple entire new game genres.

perma-lien parent

[–] Owens867 10 points 1 an de ça

Yup. All started with Aeon of Strife, which was inspired by Dynasty Warriors(the actual game)

perma-lien parent

charger plus de commentaires (2 réponses)

charger plus de commentaires (17 réponses)

charger plus de commentaires (2 réponses)

[–] Jester2k5 14 points 1 an de ça

Yeah the arcade sucks. Every once in awhile I get the urge to play BW again for UMS maps like Siege of Gondor, Temple Siege, and Heaven's Last Stand. Then realize there probably aren't enough ppl online to play them...those games were pretty much all I played the last 5 or so years I played BW.

perma-lien parent

charger plus de commentaires (3 réponses)

charger plus de commentaires (2 réponses)

[–] DoubleBlindStudy 44 points 1 an de ça

UMS was destroyed because of the following:

1. Completely horrible, forced-matchmaking popularity system for maps. Things like Nexus Wars and Desert Strike have become so "popular" that no one wants to compete anymore.
2. Year after year promise of Blizzard supported tools, tutorials, etc. with no release.
3. Complete lack of community and public assets. No, a retextured marine does not count as an asset.

perma-lien parent

[–] [deleted] 36 points 1 an de ça

The incredible complexity of the editor is the biggest problem I think. WC3 you could still do complex things, but it was still intuitive enough that if you knew just how to read you could still make a playable map. Now you need to google how to create a single working unit that takes 20 minutes to flesh out completely if you know what you're doing. And the people best equipped to navigate this editor (i.e. programmers) are also the people who probably have other things to do in their spare time. They probably aren't in high school

with the free time to do so, or saw how unsupportive Blizzard is and decided to spend their time doing other things. Most popular maps in WC3 weren't created by programmers, they were just created by people who had a good idea of how to make something fun. The creative people were able to surpass the technical hurdles quite easily. Now they give up almost instantly when they see the byzantine nature of the SC2 editor.

Forgive me because I'm about to stereotype, but the person with the technical aptitude to make a workable, complex SC2 map isn't likely to have a good sense of what makes a good game. It's semi-rare to get a person who is both creatively and technically skilled. So you'll get a good map, but it's going to turn off newbies, and the maker might not be able to have the insights necessary to fine tune balance, or to smooth out the gameplay.

perma-lien parent

charger plus de commentaires (4 réponses)

charger plus de commentaires (5 réponses)

[–] Ludavic 56 points 1 an de ça

Sc2 needs a yugioh tower defence, that game was the shit.

perma-lien parent

[–] Kantuva 64 points 1 an de ça

It probably already has it, but you just can't find it anywhere because the UMS system sucks

perma-lien parent

[–] fluxflashor 16 points 1 an de ça

More like you can't find it because anything with copywritten names would just be removed from the "arcade". I miss having the freedom in naming a map and its units whatever the fuck you wanted. Haven't seen any Dragonball maps either.

perma-lien parent

charger plus de commentaires (2 réponses)

charger plus de commentaires (5 réponses)

[–] Chief_H 19 points 1 an de ça

I agree 100%. Brood War was the game I played the most in middle school and high school, and I primarily played UMS games. Cat and Mouse, Tower/Lurker/Marine/Cannon Defense, LotR games, Phantom, etc. They were all much more fun for me to play than the ladder is. When I got SC2, I was disappointed that less emphasis was put on custom maps and instead favored the ladder. I don't really like playing ladder games, and the custom games just aren't as good as the ones found on Brood War. For that reason, I have stopped playing SC2 and really only plan on getting HotS for the campaign.

perma-lien parent

charger plus de commentaires (4 réponses)

[–] voxl 97 points 1 an de ça

What is a UMS game?

perma-lien parent

[–] Shooz29 174 points 1 an de ça

"Use Map Settings"

It was technically a game mode in SC and BW that said "load this map using the settings the creator put on it." Custom games, essentially.

perma-lien parent

[–] Yogh 45 points 1 an de ça

Use Map Settings. In other words a custom map.

perma-lien parent

[–] echophantom 30 points 1 an de ça*

Use Map Settings. Easy acronym for the various custom titles that spawned in Battle.net (the original DotA starting out as a UMS in Warcraft 3, for example).

EDIT: Solistus points out that my example is bad and I should feel bad.

perma-lien parent

[–] solistus 65 points 1 an de ça*

Technically, they were just called 'custom maps' in WC3. 'Use Map Settings' was an actual checkbox when creating a game in SC/BW. Some people still use UMS to describe custom maps in all Blizzard games, because SC/BW was the first one with a sophisticated map editor (you could change unit stats and pre-place them on the map in WC2, but that was about it. The SC editor introduced triggers, and created the renaissance of indie game design that spawned the tower defense genre, the DotA-like genre (or AoS-like, as DotA was called back in the day - the first popular game of this style was called Aeon of Strife and has long faded into obscurity)).

Sorry for the outburst of full frontal nerdity. This thread is reminding me of Blizzard's glory days and bringing back memories of a happier time. Then I turn to the loveless marriage that is my present day relationship with Blizzard and its games and think, "maybe one day the spark will come back."

edit: missed a closing parenthesis. The web developer in me can't let that syntax error stand.

perma-lien parent

[–] BallingerEscapePlan 4 points 1 an de ça

As someone who remembers the AoS games fondly, and their basic spawning from the Evolution/DBZ Evolving UMS (I can rarely recall it's name. Stick n units in the

bottom of the map. Get an evolution. I think it's called Evolves? 10+ years of not playing a map will do that.)

But I think the RPG scene from the UMS worth is vastly undermentioned here, and is probably one of the highlights I had as a player.

Hell, We even had Freeform RPing on the Legends map?

perma-lien parent

charger plus de commentaires (1 réponse)

charger plus de commentaires (8 réponses)

charger plus de commentaires (4 réponses)

charger plus de commentaires (5 réponses)

charger plus de commentaires (56 réponses)

[–] **ExcaliburMM** 186 points 1 an de ça

My name is Excalibur, and for those of you who don't know I am a global moderator at one of the last bastions of SC:BW custom content, StarEdit.Net, also known as SEN.

As BW got older a lot of us over in customs had to watch a lot of fellow content sites like ours go under. The admins would mismanage the site, databases would crash or bug out, or inactivity would rise until the site was near dead. A lot of these things we had to deal with at home as well. However to this day we have continued to do what we've always done, make amazing content for the game we love.

Destiny understands a lot of what made BW great. BW had a community, it had people coming together and interacting with each other. Channels were filled with clans, roleplayers, ladder players, customs players and makers, everyone had a space to find people with similar interests in the game and go talk to them. They could group up to play or share ideas about what to do in game. From log in, to the lobby, to in game, the community was together.

We realize what the problems are, or so I think. As a community veteran, I've served in multiple clans as a regular member, officer, bot operator, leader, and everything inbetween. I've made maps for both melee and UMS, I've played every game mode, I've even made actual mods for BW which are seldom even discussed. Hell, we had to band together and make our own tools because Blizzard decided releasing the SC dev kit for us to use was never happening. Their map editor was so limited that things like SC Xtra Edit, Starforge, and SCMDraft had to be developed. That isn't even breaching the surface of the tools, the Graft tools, DatEdit, IceCC, and all the others that allowed us to create true mods as well.

But I stand at a very familiar position. When sites like SC.org and others were given lines of communication with Blizzard, especially when SC2 beta started, SEN was left out in the cold. And I had no way to open a dialogue with Blizzard, to tell them that arguably the most innovative site in BW customs that allowed a place for map makers to develop some of the most innovative tools, trigger systems, and techniques still used in Battle.net today had been left out of the next generation of a game they had given so much to keep going. And that's where I feel we stand to this day. There is a gap between the people who kept BWs customs thriving and Blizzard, because no one outside Korea was given any credit for what they did. Perhaps because customs aren't profitable or perhaps Blizzard is just that out of touch with their players, but that happens when it takes you over a decade to follow up in a series.

So how do we bridge the gap? How do we get their attention? How do we, who have made the tools, the maps, and the community gatherings that allowed BW to thrive outside of its Korean competitive scene get the ear of these developers, designers, and decision makers? I asked myself this a long while ago, and I still have no answer.

perma-lien

[–] **mynameisdevin** 26 points 1 an de ça

Breaks my heart man. I made four or five UMS maps, was a member of SEN and maplantis -- I was never as into it as the modders, but always had a lot of respect for the people who did all of that stuff. It was hard enough work to make a map when you have to use death counters as variables and you have to write out every single trigger in a for loop, let alone digging into the data files to make mods.

So I was excited for the new and more powerful map editor in SC2. I thought it might be different, that mappers would have better support from the get-go. But Blizzard messed it all up in ways that you and Destiny have both described. The homegrown and messy Broodwar UMS community had a soul to it that is just not present in SC2.

perma-lien parent

charger plus de commentaires (5 réponses)

charger plus de commentaires (11 réponses)

[–] **sc2noob100** 254 points 1 an de ça

Feels like as good a time as any to plug: NEW TEAM GAME MAPS.

Seriously, my veto list has remained the exact same for 2 years now for 4v4s, 3v3s, and 2v2s. I mostly play 1v1s these days but whenever my friends and I play team games together about 85% of the time the game ends in <10 minutes because of the super outdated maps.

Casual players play team games.

perma-lien

[–] **Logical1ty** 27 points 1 an de ça

More UMS-style team maps with custom objectives would fix the team gameplay. The Arcade doesn't really let you browse specifically enough to find such things easily. There should be options for sorting by player numbers and then whether its only UMS or something more (with custom units or something). If Blizzard made their own UMS-style maps and put them on an unranked team ladder (where you randomly hit different UMS maps), that would be even better. Even something as simple as all 8 people teaming up against one crazy hard AI sounds like a fresh change of pace (or a random arrangement of teams such that 2-3 out of 8 players get advantages and custom units from the campaign missions and the rest have to fight them).

perma-lien parent

charger plus de commentaires (1 réponse)

charger plus de commentaires (17 réponses)

[–] gator789 540 points 1 an de ça

i've played starcraft since i was 10 years old, put about 3000 games into sc2, and been in the HOTS beta since week 2. To be completely honest I don't feel the need to buy HOTS the first day it comes out, and the enjoyment i get from watching starcraft has been steadily decreasing

perma-lien

[–] bigbobo33 143 points 1 an de ça

> the enjoyment i get from watching starcraft has been steadily decreasing

This is so applicable for me aswell. I really lost interest about may or june but only really stayed focused with watching because of KeSPA players and Scarlett. Now that both of those are pretty established, there's nothing bringing me back.

First and foremost, the game kind of sucks. Me a couple of months ago would have challenged that but after playing dota for a week straight then coming back, there is something fundamentally wrong with the game.

I don't even think HotS will be able to fix it. The amount of sadness I am feeling now after writing this is a lot.

perma-lien parent

charger plus de commentaires (27 réponses)

[–] Sympathies 132 points 1 an de ça

i get the same feeling. i've played maybe 1.6k games of sc2, around high masters, followed the tournaments for the past 2 years, but it just gets boring. anybody following sc2 tournaments can just predict what's going to happen in each matchup/game, the metagame is so stale, etc. laddering isn't really fun anymore, it's just trying to win which is why i've moved to LoL. this makes me really sad because sc is such a great game which should not die and requires more skill then LoL.

perma-lien parent

[–] A_DERPING_ULTRALISK 115 points 1 an de ça

Try worker rushing in 2v2. That shit never gets old.

perma-lien parent

[–] herpdederpdedo 32 points 1 an de ça

One of you goes direct to his worker line, the other lags slightly behind. If he stays and fights your second guy rushes all his workers in too. If he runs away from you (further in to his base area) your second guy circles around the cc/hatch/thing and pincer movement him, if he tries to run by you to get out his base area your second guy cuts him off.

We got this to a pretty decent success rate.

perma-lien parent

[–] Firetruckin 9 points 1 an de ça*

Yeah it's fun but from past experience after 3-5 tries of either success or failure it gets old. Maybe that was just me and my friends though

perma-lien parent

charger plus de commentaires (1 réponse)

charger plus de commentaires (4 réponses)

charger plus de commentaires (2 réponses)

charger plus de commentaires (78 réponses)

[–] Janse 30 points 1 an de ça

I used to watch SC2 a lot, but that was before there was nothing else to watch. Now a days I mostly watch DOTA2. I still turn in to the bigger SC2 tournaments, but the fun is just not there.

The problem with SC2 for me, is that it is way too slow for a e-sport. You watch the two guys mine and build a base for 5 min while the commentators talk about nothing of value. Coming from counter-strike where there is non stop action, I most often just tab out for the start of the games. Then when both players have their armies there is a lot of running around, again, not much happens. Then finally, there is an engage, and 20 min of nothing is over in 30 sec because one player did some mistake, almost every SC2 game for me is a huge anticlimax. Do not get me wrong, I know there are amazing SC2 games too, but this is what most SC2 matches looks like to me.

Now compare it with Dota/LoL, you start by picking heroes, which is pure strategy and very exciting to watch and hear the caster talk about. Then the game start, and there is action from first minute. The game just never gets dull when things happen all the time. Also, a game is not decided by a missclick, or cheese, or not paying attention for a sec while your army moves wrong way. The game is decided continuously over a period of 40 minutes.

This is of course only my opinion, but this is why I left SC2 for Dota2.

perma-lien parent

charger plus de commentaires (15 réponses)

charger plus de commentaires (14 réponses)

[–] Balla24 199 points 1 an de ça

Agreed x1000... I have so many friends that used to play "arcade" games exclusively, but they were a bit interested in watching sc2... not at all in ever playing or learning 1v1s. They haven't logged in in ages and they don't even care in the slightest about the pro scene now. Blizzard has royally fucked up the casual attraction to sc2. Who gives a shit if its free to play if its not even fun to play for most people. We need better chat, we need better friends lists, we need better game lobbies, and we need a better custom game finder (named lobbies anyone?). All of that might bring

us back to 1999s brood war, but were going to need even better than that to keep up with current games.

perma-lien

[–] **CollegeBytes** 159 points 1 an de ça

Warcraft 3 was in my opinion the best of the Bnet games. No other blizzard game kept me enthralled as much as those old risk lobbies in Wc3.

perma-lien parent

[–] **SubNoize** 142 points 1 an de ça

Blizzard are moronic, warcraft 3 had everything.. even their custom games were esports (see dota) and yet they're going to fail with sc2 because they're arrogant.

D3 was complete shit, HOTS will be vomit.

so sad because i to spent hours upon hours with my clan playing custom games.

perma-lien parent

[–] **lollermittens** 128 points 1 an de ça*

The lead designer for WoW (basically the game which controls the decisions of every other Blizzard product; people are quick to dismiss WoW but it's Blizzard's lifeline) was recently interviewed and posed the following question -- paraphrasing incoming:

- Interview: "With game communities having more visibility in the development process, how has this changed your dynamic in the design decisions of your [games]?"
- WoW Lead Designer: "It has no impact. We believe that the internal team of people who design and program our [games] represent the community as a whole."

This is why Blizzard doesn't listen to its customers in regards to SC2 and D3: they are delusional and completely out-of-touch with their playerbase. Go take a look at techcrunch and see what current/past employees have to say about Blizzard:

- Grew too fast and poorly managed.
- A lot of "dinosaurs" hanging around influencing the implementation of anachronistic game concepts.
- *Producers/executives are essentially rejects who failed to make it into the Hollywood scene* (remember that Blizzard is in Irvine, CA).

This company's going to shit within the next 5 years. Mark my words.

perma-lien parent

[–] **omgroflkeke** 66 points 1 an de ça

> lot of "dinosaurs" hanging around influencing the implementation of anachronistic game concepts.

Too bad those dinosaurs weren't on the battlenet UI team.

perma-lien parent

[–] **anotherlikelystory** 67 points 1 an de ça

Ha. The "Arcade" doesn't feel remotely like anything a "dinosaur" would design. It reeks of shitty modern web development and poorly thought out content rating systems.

perma-lien parent

[–] **Sottilde** 29 points 1 an de ça

It's like Blizzard saw an App Store for the first time and thought "This works on a phone, let's put it in our game!" without thinking for more than a second why an App Store concept for custom games would suck.

The real question is, do they even know now, after trying & failing?

perma-lien parent

[–] **weewolf** 10 points 1 an de ça

It reminds me of the Xbox interface more than anything...

perma-lien parent

charger plus de commentaires (1 réponse)

charger plus de commentaires (1 réponse)

charger plus de commentaires (1 réponse)

[–] **concussedYmir** 15 points 1 an de ça

Oh Christ, wow. When CCP Games bought into that kind of arrogance, they were punished for it within the year by the community. Blizzard has been making the slide for years... and rumblings are just now starting for real?

perma-lien parent

[–] **Gitwizard** 6 points 1 an de ça

On the upside, CCP fucking listened (not that they had much of a choice.)

That said, and I've been playing since Beta, this last year since that shakeup has been one of the best for Eve's growth, both in gameplay and playerbase.

I don't think Blizzard will go that way though.

perma-lien parent

charger plus de commentaires (3 réponses)

[–] **SubNoize** 8 points 1 an de ça

wow, it's awesome to read that. Thanks for posting it. Such a shame, i don't

really understand how someone that close minded obtains such a position. Not fair x[

perma-lien parent

[–] betonboor 5 points 1 an de ça

Pretty much this. Companies don't build great games, it's the people that do. A lot of the original blizzard staff that worked on warcraft, starcraft1 and the original battlenet are no longer with blizzard.

Most notably several key employees left blizzard to set up ArenaNet which is the company that built Guild Wars and Guild Wars 2. Despite it being a completely different game it's great because they really listen to the community and the players.

perma-lien parent

charger plus de commentaires (5 réponses)

charger plus de commentaires (2 réponses)

[–] [deleted] 13 points 1 an de ça

Warcraft 3 is my favorite game of all time, and I also agree it was the best Bnet game. The game was phenomenal. I wish they'd make a 4.

perma-lien parent

[–] UDorhune 38 points 1 an de ça

nah i don't think u'd want a 4

perma-lien parent

charger plus de commentaires (5 réponses)

charger plus de commentaires (4 réponses)

charger plus de commentaires (6 réponses)

charger plus de commentaires (5 réponses)

[–] twelvefortyAM 671 points 1 an de ça

Blizzard wants it to be an eSport, but it seems they want it to be an eSport THEIR way, rather than the ways that people actually want to play and watch and compete in.

perma-lien

[–] iBleeedorange 372 points 1 an de ça

Then they will have a dead esport.

perma-lien parent

[–] twelvefortyAM 216 points 1 an de ça

Yep. Which sucks, because I like SC2 a hell of a lot more than any other games that have a following.

perma-lien parent

[–] [deleted] 62 points 1 an de ça

I agree, I want SC2 to succeed and grow, but it seems to be stagnating and its getting harder and harder to get excited for stuff. All the while HoTS just seems to be leaving in too many problems while fixing virtually nothing. Unless Blizzard steps up its game big time, I feel like Starcraft is just going to get buried by LoL and Dota 2.

perma-lien parent

charger plus de commentaires (4 réponses)

[–] ssSix7 5 points 1 an de ça

I still prefer Brood War, at least in terms of units, gameplay, and art style. If HotS had Brood War updated to the sc2 engine as an optional play mode, it would be the ONLY play mode I would play.

perma-lien parent

charger plus de commentaires (6 réponses)

charger plus de commentaires (4 réponses)

[–] ih8 189 points 1 an de ça

kinda like how they ever so recently ruined diablo 3 by wanting to do things their way, now they've been trying to provide what the community asked for in the first place

perma-lien parent

[–] comsat101 219 points 1 an de ça

but by that time, 95% of the players are already gone and not coming back..

perma-lien parent

[–] Jorthax 80 points 1 an de ça

Guy who left and hasn't gone back here, the game just never felt right, completed it because I love the series and had bought the collectors edition. No regrets there but I don't see myself playing it in 5+ years time like I was with D2.

perma-lien parent

[–] sirachman 31 points 1 an de ça

They built Diablo 3 for monetization first and game second. That's why it failed.

perma-lien parent

[–] Jorthax 7 points 1 an de ça

I agree completely, the pervasive presence of the AH is testament to that. Little nibble of the transactions here, little cash out charge there...

I actually dislike the AH more because of it's effect on item availability rather than the fact Blizzard want to milk the customer base. I'd always played Diablo with friends before but with D3 I was far more aware of all this amazing gear out there and how I couldn't afford it...

perma-lien parent

charger plus de commentaires (4 réponses)

[–] NickRick 48 points 1 an de ça

i pre-ordered both games, diablo 3 and sc2. couldnt wait to get back into gaming a ton. i must have played those two games for about 20 hours a week as a teenager. they were amazing, me and my friends all playing and just having blast, UMS, or doing Uber Runs just to prove we could. we would have whole days spent from like noon untill midnight playing those two games. i played diablo 3 for like... i don't, know 30 hours total, didn't even get to inferno. i dont care. i don't have fun, its just this stupid grind where im forced to play by rules blizzard decided i wanted. (really no wp's? switching acts? Fun?) and for sc2 if i didn't have casted games i would have given up along time ago. this is coming from someone who will play the shit out of any strategy game.

it feels like me and my friends used to know of this unknown bar that served the best drinks, and would allow us to make our own. we love it, were there from 5pm till close. now the bar opened a new location, and they have a set menu, 5 drinks, and they all cost 15$. but it's cool, they opened a restaurant in the bar. and a deli. and winery, hardware store, clothing store, sporting goods, a disco. also its now called walmart.

perma-lien parent

charger plus de commentaires (3 réponses)

charger plus de commentaires (4 réponses)

[–] silverbean 92 points 1 an de ça

diablo 3 was really dissappointing...

perma-lien parent

charger plus de commentaires (9 réponses)

charger plus de commentaires (11 réponses)

[–] cyb3rh4k3r 21 points 1 an de ça

I can't help but wonder how much of this can be attributed to blizzard being stubborn as opposed to activision being stubborn. We can all agree brood war and diablo 2 dominated their respective genres; what's changed since then?

perma-lien parent

[–] emkat 11 points 1 an de ça

The people who made brood war and diablo 2 left the studio years ago.

perma-lien parent

charger plus de commentaires (5 réponses)

[–] iofthestorm 110 points 1 an de ça

The thing is Brood War becoming huge was pretty much an accident. It's an amazing game but that kind of perfect storm of circumstances is a once in a company's lifetime kind of thing. I feel like Blizzard is trying too hard to push eSports the way they envisioned it, and they've just failed so far. But I feel like they're slowly moving in the right direction, and I think by LotV they might be competitive with LoL/Dota2, assuming they are at all competent.

perma-lien parent

[–] Cole7rain 165 points 1 an de ça

It's not an accident that Brood War was a **fun game**, that's what Destiny is talking about.

Counter-strike was never designed to be an "eSport", it was designed to be fun. Both Broodwar and Counter-strike turned into eSports because they happened to have a large depth of gameplay as well as being fun to play.

Look at CS:GO, not exactly a huge success right? That's because Valve didn't understand that only 5% of their CS fanbase were the ones on IRC scrimming... the rest were in 32 player pub servers.

You think Football/hockey/basketball was invented as a "Sport", no it was invented as a fun pastime. Sports & eSports happen naturally to activities and games that are FUN TO PLAY.

SC2 multiplayer is not fun to play for most people.

perma-lien parent

[–] PoorSonnet 30 points 1 an de ça

For what it's worth though, there are a lot of us playing CSGO now who've found that (for us) those small-team scrims are an awful lot more fun than the whirling vortex of gunfire that is a 32-man server.

Swings and roundabouts, I guess, but CSGO has been good to me so far :D

SC2 less so :(

perma-lien parent

charger plus de commentaires (3 réponses)

charger plus de commentaires (26 réponses)

charger plus de commentaires (248 réponses)

charger plus de commentaires (52 réponses)

[–] **GeniusToss** 235 points 1 an de ça

They lost their chance by showing mapmakers they dont care about customs an having them jump shop.

2years later the UMS is a joke and the arcade system is laughably bad since it was unveiled but blizzard apologists were all over saying its an improvement

perma-lien

[–] **Jayced** 163 points 1 an de ça

This. I bought SC2 the day it came out thinking it was going to WC3 custom games all over again. But that never happened.

perma-lien parent

[–] **Trucidar** 86 points 1 an de ça

Was sad watching the mapmaking community implode while Blizzard ignored their existance.

perma-lien parent

[–] **DaNoob** 49 points 1 an de ça

It showed so much promise too. We were all gushing over it as the game was about to be released, just imagining all the creative possibilities.

Now we have Marine Arena, Nexus Wars, and some other game.

perma-lien parent

[–] **Cynical_Lurker** 23 points 1 an de ça

I remember being so excited because I would be able to just buy sc2 and be able to play so many different types of customs. I gushed over the early builds of fps and racing games built in sc2 but now all I have is broken dreams.

perma-lien parent

charger plus de commentaires (12 réponses)

charger plus de commentaires (1 réponse)

[–] **Blue_Falcon** 63 points 1 an de ça

The new arcade IS an improvement. It's still not good though.

perma-lien parent

[–] **zieheuer** 41 points 1 an de ça

not an improvement to wc3, and that is the one to look at.

perma-lien parent

charger plus de commentaires (9 réponses)

[–] **BankaiPwn** 60 points 1 an de ça

not hard to improve over garbage.

I don't understand how SC1's UMS system remains (to this day) so much better then the piece of shit arcade is. It's what drew myself off, and most of my friends as well (who were hesistant to give the arcade a second chance...)

perma-lien parent

[–] **Trucidar** 7 points 1 an de ça

I think the worst part is the map-making community continually offered feedback on how to improve the design and no one at Blizzard cared or listened.

perma-lien parent

[–] **schnschn** 5 points 1 an de ça

half a year later i can still name most of the top 10 by heart

squad td mineralz hero attack mafia pobes vs zeelot (a parody game to show how shit the system was) some other AoS bullshit and a TD.

perma-lien parent

charger plus de commentaires (2 réponses)

charger plus de commentaires (5 réponses)

[–] **starcraftlolz** 202 points 1 an de ça

I've said it before and only got downvotes from ignorant people telling me that the UI and features take a long time (over 2 years) to create from a software perspective.

The great thing about Brood War was the community/family feeling you got everytime you logged on. I would always join the clan channels I was apart of and would be welcomed by many people and some saying they haven't seen me in a while. Also my friends, and the ability to just /w [name].

The game was always fresh. You know how to make the game always fresh? It's simple. Bring back the old way of creating/joining games, with a simple filter of melee, ums, tvb, ffa - with a title you can write whatever you want.

The Arcade sucks, it does. BW's was so easy on the left hand side there are big ass buttons for ladder, unranked (melee, ums, ffa, etc.), chat channels, friends.

WC3's B.Net was even better. The ability to customize your profile. See your stats of vs race, vs map. Also the ability to look at other peoples profiles. It makes you standout and have people able to reach you/contact you. More of a community feeling.

Automated tournaments and support for this in-game.

WATCHING REPLAYS WITH FRIENDS. Probably the biggest fucking most important thing ever. Players - especially noobs - love to show off their 'skills'. "Hey Joe, I just pulled off the sickest strat and build order ever. Come watch this replay with me". This helps keep the community excited over

playing. It's awesome to show off some sick games with your friends and get feedback.

I love the actual game of starcraft 2. It's not quite as immersive as brood war was; but its a different game and its quite good. But I find myself logging on less and less. I don't even hardly ladder anymore (high masters, so im not exactly casual - although the amount of games i play would be considered casual)

The point is, no game no matter how good it is - can really sustain on the game itself for a long time. Look at the Legend of Zelda games. I've spent hours on hours on those games, but it still pales in comparison to what I spent on BW or the early days of WoW. After you beat Zelda so many times... there's just not much more to be enthralled about. I'll go back and play it from time to time.

It really saddens me how great Blizzard used to be about their games and how its taken 1 step forward and 10 steps back in the last 5 years.

TL;DR http://i.imgur.com/jEzkT.png

perma-lien

[–] **OreoC00kieMonster** 16 points 1 an de ça

Same deal with Diablo 3 actually. I think Starcraft 2 and Diablo 3 are both really good games, but Blizzard has absolutely botched Battle.net 2.0.

perma-lien parent

charger plus de commentaires (3 réponses)

[–] **Tetani** 16 points 1 an de ça

Wow just wow. Can't believe they don't have a feature to see ur race vs. race and map statistics. Stuff like that just blows me away. It's like they released an unfinished game. Well said!

perma-lien parent

[–] **frostalgia** 4 points 1 an de ça

i guess the technology just isn't there yet.. ಠ_ಠ

perma-lien parent

charger plus de commentaires (1 réponse)

[–] **imjp** 29 points 1 an de ça

haha dude, so true. I miss:

- bragging about my high win %
- A SINGLE LADDER RANKING INSTEAD OF 491788711 DIVISIONS. Being high ranked doesn't mean anything anymore. You won't be remembered like you did back in wc3. I still remember most of the old school wc3 players due to their rankings.
- telling friends to come watch my awesome win replay
- watching pro replays on vent with multiple friends
- **/F M WHATUP HOMOS!?**

perma-lien parent

[–] **VisonKai** 6 points 1 an de ça

You have no idea how much I miss /f m.

perma-lien parent

charger plus de commentaires (1 réponse)

charger plus de commentaires (12 réponses)

[–] **As0l** 124 points 1 an de ça

Roughly ~9 months ago I was watching the GSL all the time - I was watching every pro-gamer stream and I checked up on all the tournaments. Now.. the game is just dying out. It's boring. Instead I casually started playing LoL and was amazed by the scene. Constant new content? Rioters writing on the sub-reddit? RIOT actually trying to appease their fans by constantly implanting suggestions that the community comes with? Wow.

tl;dr Blizzard needs to simply steal what other companies are doing! Valve & Riot are great examples - just steal their ideas for how they appease the community! Everything is already there :l

perma-lien

[–] **obyteo** 36 points 1 an de ça

Same here, I was following sc2 everywhere, staying up till 7am watching GSL, now I really dont know whats going on and havent seen a single GSL match in like 6 months...

perma-lien parent

charger plus de commentaires (1 réponse)

[–] **scuba617** 20 points 1 an de ça

I honestly think that Riot has completely outclassed Blizzard on almost every point. They continue to push out new content regularly and have a very strong tendancy to listen to their player base even on features that take a long time. They seem to drive their development based on what the players want.

First they released a spectator client because people had been asking for it for a long time and it is in my opinion, executed perfectly in almost every way. The ability to drop in and out of spectating games in progress and to view your friend's ladder games in progress is an awesome addition. I don't think that anyone expected a client of that quality when they were asking for spectator mode, but the strove to deliver something that was well made and that everyone liked rather than just rushing out a crappy client because people were asking for it.

Then they released an ARAM map because the players have been asking for it for a long time, and they did a damn good job with that too. We may even see an ARAM queue in season 3.

And on top of all of that, they are putting together huge $2 million international tournaments to try to grow themselves further as an e-Sport. And they're doing it all on a free-to-play game. I'm finding it really hard to keep playing SC2 when there are developers like Riot that are doing so much better in almost every catagory and actually seem to care about their players.

perma-lien parent

charger plus de commentaires (2 réponses)

[–] Cobblar 17 points 1 an de ça

Coming from the SC2 scene, I couldn't not *believe* how often Riot employees post on their forums. It's not uncommon for an actual designer to make 20-30 posts in a popular thread and actually address people's questions.

On the other hand, the SC2 community is *ecstatic* whenever a Blue on a Blizzard forum makes ANY useful post.

perma-lien parent

charger plus de commentaires (1 réponse)

[–] KoolAidMan00 7 points 1 an de ça

Same here, and its a shame because the last few months have had the best GSL games so far. I know this is true but at the same time I can't motivate myself to watch SC2 like I used to.

And you're correct about Blizzard needing to steal from Valve and Riot. I've been in the DOTA 2 beta for almost a year and Valve has executed almost perfectly on their front-end. It doesn't feel like a ghost town in the same way that BNet 2.0 still does.

perma-lien parent

[–] MachinesTitan 4 points 1 an de ça

People like to be heard. They like to feel appreciated. We live in an extremely connected and social world. When I was playing BW there wasn't any of this shit. I just wanted to log in and play DBZ or Evolves or Cat and Mouse.

Now we're all connected. Now Rioters can comment on posts made on Reddit. They Tweet and Facebook and get involved in the community. There was a DeviantArt artist who made some awesome splash/concept design for new champion skins. Everyone on Reddit loved them. Guess what? Riot implemented them. They listen and talk back. Blizzard needs to do the same.

perma-lien parent

charger plus de commentaires (11 réponses)

[–] TheHansBecker 143 points 1 an de ça

HotS looks pretty dull so far. New Terran Units? An altered form of the Hellion and a Mine? Oh yes. That will really convince my friends to come back and play.

perma-lien

[–] C4BorN 132 points 1 an de ça

HEY HEY WHOA

THE HELLBAT HAS A NAME YOU KNOW

perma-lien parent

[–] skytro 28 points 1 an de ça

It will always be the battle hellion to me

perma-lien parent

[–] Smoofington 65 points 1 an de ça

It will be the firebat to everyone else.

perma-lien parent

charger plus de commentaires (4 réponses)

charger plus de commentaires (5 réponses)

[–] 0_Cool 90 points 1 an de ça

ESFI went to a press day at the Riot headquarters before the LoL finals. As a SC player and fan, I couldn't help but ooze with jealousy. They paraded cognitive neuroscientists in front of us to detail their initiatives to improve players behavior to make the game better. They were full time Riot employees, and there were several PhDs on the team.

They have teams of artists, composers, musicians and animators working full time to constantly improve the user experience.

To top it off, their employees are required to play their game on a regular basis - being good at the game is highly encouraged.

I was devastated simply because I don't enjoy playing their game - I wanted to love it. Blizzard (probably) has more money, more employees, more resources and more experience. Destiny is correct in laying blame on the developer in this case. I may have disagreed last month but it's been made obvious to me that MUCH more can be done by Blizzard to make our game and our experience so much better.

perma-lien

charger plus de commentaires (12 réponses)

[–] ROOTCatZ 895 points 1 an de ça*

On October 17 2012 13:59 Jermman wrote:

So.. if we the viewer can't do anything to help the situation and only blizzard can, what exactly is the point of posting this here. Nothing changes..[/QUOTE]

we could start a thing, lets all tweet at @BlizzardCS @Starcraft #SaveHOTS + Idea, i'll go first

CatZ @ROOTCatZ @BlizzardCS @StarCraft #SaveHOTS make it a new game please, multiplayer is shaping up to be a -bad- Wol patch.

what'd u tweet at them? lets get creative!

perma-lien

[–] **TheWorldToCome** 73 points 1 an de ça*

One of the best places to start would be to totally redo bnet and give us EVERYTHING wc3 bnet had and more.

This is the best solution to appeal to casuals without dumbing the actual game down. Just having clan support would make it more fun for social players to get together with their friends and make a clan and hang out in the same channel and what not.

perma-lien parent

[–] **Ludavic** 73 points 1 an de ça

At this point, I'd be very happy with just WC3 bnet.

perma-lien parent

[–] **[deleted]** 28 points 1 an de ça

If it won't be done in time, they can keep the WC3 design/art. All I care about is the functionality.

perma-lien parent

charger plus de commentaires (1 réponse)

[–] **ArhKan** 39 points 1 an de ça*

Yes, "just" WC3 bnet would just be a lot better than the current crappy, bland and boring Bnet 2.0. But remember, you can log in with facebook..... T_T

perma-lien parent

charger plus de commentaires (2 réponses)

charger plus de commentaires (6 réponses)

charger plus de commentaires (2 réponses)

[–] **ROOTCatZ** 463 points 1 an de ça

woohooo let us be heard, only we can save the world (of starcraft)! get #SaveHOTS trending and stuff

perma-lien parent

[–] **iSanddbox** 90 points 1 an de ça

I was sort of joking earlier, but maybe somebody needs to draft an actual list of proposed changes (I'm not talking balance here but the game as a whole - maps, making the game more attractive to casual players, supporting tournaments in-client, etc) and post it publicly. I doubt a very thoughtful message can be communicated through twitter.

perma-lien parent

[–] **ROOTCatZ** 165 points 1 an de ça

that's been done 400 times, 1 person drafting a list of changes that a company that makes millions every month and has plenty of staff NOT allocated to cater to competitive gaming should be making won't make as much of an impact, and it has been done before, plenty of times, this post is one of the many examples. I think that if we get 1000+ people tweeting at blizzard, they won't be able to ignore it

perma-lien parent

charger plus de commentaires (20 réponses)

charger plus de commentaires (6 réponses)

[–] **MastaKillaSC2** 14 points 1 an de ça

Glad to see you taking a good part in this Catz, we need more people with a large voice over the Starcraft community, obviously an issue that will arise is that if Blizzard decide to comply with operation #SaveHOTS, production time will increase, are people happy enough to stay on WoL until HOTS is reworked?

perma-lien parent

charger plus de commentaires (2 réponses)

charger plus de commentaires (2 réponses)

[–] **Eloot** 22 points 1 an de ça

Would it be possible to push this on your team's website? I think this is a fantastic idea.

EDIT: Maybe talk to avid streamers about posting in their info section about doing this as well.

perma-lien parent

[–] **ROOTCatZ** 40 points 1 an de ça

I msg'd every player and personality I have online on skype about it, lots are tweeting, many aren't or are afk, but hopefully as you say, more people with a following will get behind this and we can make it be heard, anyways, if you go on twitter and check #savehots there's a crapton of tweets already, some ideas are great, some are terrible, but I think the point is to show that change needs to happen

perma-lien parent

charger plus de commentaires (4 réponses)

charger plus de commentaires (1 réponse)

[–] **mabramo** 41 points 1 an de ça

I am doing this now.

EVERYONE DO THIS NOW!

perma-lien parent

[–] **NewZealandBuddy** 6 points 1 an de ça

People don't even understand what is going on here and are already doing the wrong thing. One of the first tweets I see (NOT FROM ME):

Stop making the game easier for 'casual players'. Remove base worker number counters. #saveHOTS

How on earth does that save HOTS. That's the stupid shit Steven was referring too when people think the games should be catered towards the hardcore. Anyways good Idea CatZ, It'll be interesting to see what happens.

Edit: Realized Huk said that. Maybe hes joking? I dunno.

perma-lien parent

[–] **AlzheimerBot** 5 points 1 an de ça

I like the idea but just have a problem. People are tweeting with all kinds of seemingly miscellaneous complaints like balancing static defence, or removing UI changes for supporting casual gamers. These tell Blizzard that we care, but they might not give a crap about any one problem.

What if we had a theme we are tweeting about? e.g. making HotS a truly new and exciting game instead of a patch (what you posted), or enhancing the noncompetitive experience by revamping the UMS/Chat interface, or embedding video streams into the client so everyone can watch WCS or Blizzcon with ease, or whatever. Anything positive that we can all get behind.

Though Blizzard has a lot of resources, they don't have as much as we might think. Like any company, they prioritize. With all respect to the twitterer i'm quoting, but rebalancing static defense or making minor UI changes would be pretty damn low on my list of things to do. But 1000 people tweeting their desire for better casual viewer support and "fun" instead of competitive gaming (or whatever) will definitely ring some alarm bells.

perma-lien parent

charger plus de commentaires (25 réponses)

[–] **TheWorldToCome** 316 points 1 an de ça*

4 months ago we beat /r/leagueoflegends to 100K subscribers and they hit it themselves shortly after. Since then we have gained 18,000 Subs while they have gained 56,000.

Take this for whatever it's worth, just wanted to point it out.

perma-lien

[–] **soapdealer** 174 points 1 an de ça

Whatever the gap between LoL and sc2 is in the English speaking world right now, it's far, far worse in Korea (which should be SC2's core country).

perma-lien parent

[–] **diggrecluse** 41 points 1 an de ça

http://i.imgur.com/tlzzr.jpg This tells you everything about how Koreans feel about SC2.

perma-lien parent

charger plus de commentaires (2 réponses)

[–] **jungsosh** 90 points 1 an de ça

This disparity will never close in Korea as long as LoL is free-to-play. It used to be that you could go to a pcbang in Korea and play Brood War for free (since all the computers had it pre-installed), hence why it became so popular there. However, you need to buy an individual account in order to play SC2, and most of the people playing the game are kids who can't afford to buy SC2.

perma-lien parent

[–] **ThatsPopetastic** 100 points 1 an de ça

SC2 is free at PC Bangs. I've been to several.

perma-lien parent

charger plus de commentaires (17 réponses)

[–] **soapdealer** 23 points 1 an de ça

Absolutely. Blizzard should've taken note and designed a business strategy that would let them continue that advantage. Instead, they assumed that SC2 would automatically be as huge as Broodwar and designed their strategy to extract that maximum amount of money from their audience.

Now it's probably too late to come back even if they moved to a F2P model.

perma-lien parent

charger plus de commentaires (10 réponses)

charger plus de commentaires (13 réponses)

[–] **Shippoyasha** 45 points 1 an de ça

Reddit statistics aside, there's also a general, palpable excitement for LoL updates while even the most hardcore Star Craft fanatic would cover their heads whenever Blizzard decides to update and rebalance the game. I honestly can't list all the reasons why without turning it into a long rant. But there's just a more accepting feel in regard to LoL news and pro events now.

It's kind of amazing considering LoL used to be the butt of jokes as far as pro gaming and general gamer enthusiasm goes. Now people see the light. It's a great game with great support and one with a lot of multiplayer uniqueness (the sheer number of players and strategy and the variety of heroes) gives it a much needed unpredictability than what most StarCraft matches are, which are usually 1 vs 1, again and again.

perma-lien parent

[–] **[deleted]** 52 points 1 an de ça

You mean like how when quite literally *everone* wants Protoss as a race fixed, Blizzard attributes the complaints to low level Protoss and shrugs the problems aside, digging

themselves even deeper into their current hole? I don't even bother to look at their patch notes anymore, it's depressing.

perma-lien parent

[–] **weewolf** 17 points 1 an de ça

Protoss needs to be fixed? Increase bunker build time by 3 seconds and reduce Zealot warp in time by 1 second. You're welcome.

--Blizzard

P.S.

Changed our minds, reverting changes.

perma-lien parent

charger plus de commentaires (1 réponse)

charger plus de commentaires (30 réponses)

charger plus de commentaires (19 réponses)

[–] **gamingpcca** 145 points 1 an de ça

We're currently sponsoring a SC2 player (and very happy about it. Because we're all SC2 players ourselves, our FIRST instinct was to come to the SC2 community when we wanted get into e-sport sponsorship)

However, exactly like Destiny mentions, at the end of the day, it's about exposure and what kind of ROI you get from the player/event sponsorship.

Said bluntly, "we don't jerk off over thank you emails (although they ARE appreciated), we jerk off over piles of money"

Right now we don't have either one (As much as you'd like to believe, we aren't swimming in money) and we're just making sure we *break even* with the sponsorship deals that we put in place.

I talked with other major e-sport sponsors as well (In the gambling industry, computer hardware industry, etc) and they agree LoL sponsorships SHOULD be more profitable for them because of the amount of viewers.

Who do you want to reach?

As I type this I'm checking Teevox and it's telling me that there are 12000 Starcraft II viewers and 40000 League of Legend viewers?

In theory, it would be a better business decision to sponsor the game that will get me 3x the exposure for the same price.

*** Starcraft's Saving Grace ***

Here's the thing about Starcraft. It's easy to justify sponsorship if you don't look at the competition. Why? Because Starcraft has been around for 12+ years.

When you have a company meeting and you say: "Let's sponsor a Starcraft tournament", EVERYONE knows what you're talking about. Even if you aren't a gamer, you probably STILL know what Starcraft is.

That makes the decision quite easy because everyone is on-board.

Imagine the alternative. Same meeting but instead of Starcraft, you say: "Let's sponsor a League of Legends team!", most people will look at you funny and say: "What?" What kind of team do you want to sponsor?

That's because League of Legends is relatively new (even the original wc3 mod Dota/Dota 2 is relatively new when compared to Starcraft).

Unless you're an active gamer, you probably won't know what League of Legend is because you've never seen a television advertisement for it... and you didn't play it when you were growing up. (From a businessman's point of view)

As companies become more serious about e-sports I believe that they'll base their decisions on statistics more than "I used to play this game when I was growing up"... and ultimately the games with the most viewers (and buyers) will win.

perma-lien

[–] **brulez** 21 points 1 an de ça

Interesting. I also wonder how much the awful presentation of sponsors/commercials has hurt sponsorship. Most of the commercials they play on the free streams are incredibly annoying. The bic "Get Real" ad for example.

Not only do the ads themselves suck (negatively sterotyping their very demographic) but they play the same 3 ads every 5-10 minutes. That means that if you watch the entire tournament you see those ads a ridiculous number of times. Even if you weren't annoyed at first you will be at the end.

Just wondering if sponsorships have anything to do with ads or if it's completely separate, and how much you guys pay attention/quantify the annoyance factor.

perma-lien parent

[–] **fashric** 24 points 1 an de ça

You remembered the bic advert, job done.

perma-lien parent

charger plus de commentaires (1 réponse)

charger plus de commentaires (2 réponses)

[–] **DavasiaN** 9 points 1 an de ça

Well, Starcraft's saving grace goes out the window once they find out League of Legends has 3x the exposure that SC2 does. Relying on the fact that people are uninformed is never a sustainable business model.

perma-lien parent

charger plus de commentaires (7 réponses)

[–] **ABagOfFritos** 142 points 1 an de ça

Blizzard has done this with all of their games. They have taken their golden children (SCBW and D2) and basically ripped away the community's ability to make the game amazing. Why was Brood War so good? Because they gave us a game and like Destiny said, made everything all about what the user wanted. Why was Diablo 2 the best game of its kind? Because the community built it, and Blizzard let them. The PVP scene was left simple, and the players created their own "arena" system and even had rules and organization of their own. Blizzard has taken the community aspect of their games and taken it upon themselves to build these things their own way, and they've done it wrong.

perma-lien

[–] **hyp_kitsune** 82 points 1 an de ça

> they've done it wrong.

which is to try and monetize the hell out of it. Battlenet 2.0 and making everything online only is built upon money being the centerpiece. Regardless of what pathetic excuse they have, in the end it's always about the money.

perma-lien parent

[–] **ABagOfFritos** 15 points 1 an de ça

I hate agreeing with you on this. It's far too true though.

perma-lien parent

charger plus de commentaires (5 réponses)

charger plus de commentaires (9 réponses)

[–] **oOOoOphidian** 161 points 1 an de ça*

I don't know how blizzard thinks bad maps make casual players want to ladder. If anything I think more people quit the game due to things like 3 pylon walls and close spawns. The beta does address some game design issues and they've said they will work on a fix for ramp walling, but the map design harkens back to Xel'Naga Caverns for some unknown reason. I'm certainly worried.

As far as making the game fun, I think Vipers and Widow Mines help accomplish that, but HotS is lacking in useful and interesting units overall.

perma-lien

[–] **zieheuer** 68 points 1 an de ça

maps like xel'naga were actually very good for the game. simple but intense design. not so hard to play on because of few bases, and nice to watch games on because of nonstop action and nailbiting narrowness.

people new to the game will probably feel very bored watching a pvz on metropolis. and playing on maps like this yourself is probably very intimidating for a lot of people. (and also boring)

perma-lien parent

[–] **KeepUpTheFPS** 40 points 1 an de ça

i do miss Xel'naga cavern.

perma-lien parent

[–] **antitrop** 4 points 1 an de ça

As a fan of StarCraft since 1998. I just find 2012 StarCraft II to be less fun than 2010 StarCraft. They've improved it, but I feel like the larger maps and some of the balance changes have changed it. I mean it's a completely different game now. Steppes of War was stupid, but it was interesting and I had plenty of fun on it. Total shit for competitive play and never even should have been considered if only something better would have been available. But on ladder in Gold league it was awesome, just wild and crazy. Winning or losing a game on ladder doesn't mean anything, and losses when the game first came out could be justified by saying that you're still learning.

perma-lien parent

charger plus de commentaires (10 réponses)

[–] **soapdealer** 9 points 1 an de ça

Not sure why people always point to the maps when the flaws are in the game design. No one wants *every* game to be a 20-min no rush macro fest like most of today's tournament maps demand. Unfortunately due to design choices, its impossible to balance small maps since certain early-game cheeses become too easy or are unscoutable without large rush distances.

A well designed game would allow for a wide *variety* of map sizes and designs. The fact that only very specific map designs (long rush distance, cross spawn only, 3 free/open bases for Zerg, FFE-able natural, and for fuck sake: requiring a neutral supply depot at the main ramp) are viable is a sign that the game design is fucked, not that all the maps that don't fit those criteria are fucked.

If the game design issues were addressed, even very "funky" maps like Scrap Station or Steppes of War could be workable.

perma-lien parent

charger plus de commentaires (19 réponses)

charger plus de commentaires (18 réponses)

[–] **snexwang** 196 points 1 an de ça

I think adding a F2P option would seriously help.

- Give access to the arcade and an unranked ladder to get the players in the door.
- Leave the campaigns, ranked ladder and perhaps... achievements(?) as an incentive to buy the full game(s).

perma-lien

[–] **meat_rock** 142 points 1 an de ça

I think the whole game needs to be f2p a year ago. Sell me a cool looking tank, a name change and a banner and grow the fuck up Blizzard.

perma-lien parent

[-] **Magnets** 46 points 1 an de ça

This is really the crux of the issue. I've seen the same thing with HoN/LoL.

Even HoN decided to go freemium after a while of chanting how great it is to just pay a one-time-fee. Yeh, it logically is better to just pay $30 and get everything but the younger audience can't pay $30, and people will instantly try a free game because all of their friends can play it.

You're also *competing against free*.

perma-lien parent

[-] **steffesteffe** 7 points 1 an de ça

I would also say that a big problem is that it didn't start out as a free to play game.

We have seen a lot of games recently go free to play because of bad sales and such. When they went free to play more people tried it and their numbers went up. But just for a short period of time then it plummeted almost every time.

People realize that its still the same game. Sure free to play might me one part of the solution but unfortunately i think the window for that opportunity is over. The people that like rts style games have tried sc2 already.

perma-lien parent

charger plus de commentaires (10 réponses)

charger plus de commentaires (7 réponses)

charger plus de commentaires (16 réponses)

[-] **goodolbluey** 55 points 1 an de ça

I'm a super-casual - perpetual bronze league. I love the game, but I can't bring myself to play multiplayer at all. Yesterday, actually, I booted it back up and tried to join a 3v3 against AI. I tried twice and waited several minutes, and there was nothing. Every time I've tried 1v1 it's been a miserable experience. I die quickly, sure, but whatever online opponent I'm matched up with is *always* an aggressive douche who curses me out for being so bad. Um, no kidding, it's Bronze League! I don't know what it is with the community or culture, but it's been such a turn off that I don't bother anymore.

I wish there was a way to encourage casual players to play in an informal or constructive setting.

perma-lien

[-] **cometdrop** 19 points 1 an de ça

Same here

perma-lien parent

charger plus de commentaires (1 réponse)

charger plus de commentaires (12 réponses)

[-] **mindspike** 251 points 1 an de ça

Its absolutely hilarious that former Blizzard employees are kicking Blizzard's ass with a f2p game that was 100% copied from a WC3 MOD.

perma-lien

[-] **Kommander_x** 162 points 1 an de ça

And that a totally unrelated company hired the guy who basically made said WC3 mod into what it is today and made a faithful recreation of it, and with that is pretty much about to kick Blizzard's ass as well.

perma-lien parent

[-] **RainbowLollipop** 94 points 1 an de ça

Listen to this... more people play Dota 2 than SC2.

Dota 2 is in fucking beta. And it has over 100,000 concurrent users.

perma-lien parent

[-] **DFGdanger** 9 points 1 an de ça

How many concurrent users does sc2 get at its peak?

perma-lien parent

charger plus de commentaires (21 réponses)

[-] **Reapercometh** 84 points 1 an de ça

Everything about Dota 2's system is so much better. Valve said they will add lan as well and every valve game ever has been modded so maybe that's where the map makers from wc3 will go? Either way i'm enjoying Dota 2 a ton

perma-lien parent

[-] **yawnses** 7 points 1 an de ça

Dota 2 has had LAN for quite some time now.

perma-lien parent

charger plus de commentaires (2 réponses)

[-] **Kommander_x** 42 points 1 an de ça

Word. I generally hated MOBAs because I tried LoL and it turned me off, but somehow

Dota 2 got me hooked. Ever since TI2 I've been playing it 5 hours on average per day, even more if it's a non-school day. Although I've been watching a bit of GSL and OSL, I haven't touched SC2 in nearly a month.

perma-lien parent

charger plus de commentaires (7 réponses)

charger plus de commentaires (7 réponses)

charger plus de commentaires (2 réponses)

charger plus de commentaires (11 réponses)

[–] **addictsc2** 91 points 1 an de ça*

my suggestions

ARCADE -Focus all attention on getting the open game lobby list the premier list everybody uses. Remove spotlight and popularity lists.

Then fix open game lobby list for good filtering of content such as name or genre filters (something warcraft 3 list didnt have, of which was a near perfect list by the way which WORKED)

TEAM GAME SITUATION

-The Biggest priority, remove arrange teams from facing random teams. Blizzard thinks they did a good move by making this possible claiming it will lessen search times. I beg to differ. I argue it has had the opposite effect. Random teams, a once holy ground for the casual gamer, is now a punching bag for the partial / arrange team people just abusing free ez wins. (partial arrange teams is the bigger problem). Lots of war3 die hards like myself simply refuse to play RT in Sc2 anymore.

I sign onto sc2, and unless i am interested in playing 1v1, there is nothing for me to do.

BATTLENET SOCIAL ASPECT

-Chat rooms need to be forced and take up large parts of the screen. One needs to feel like they are entering a social atmosphere, Not some mini chat box'es. I say Chat rooms should always be full screen, but private messages between friends could take the mini chat box'es.

-Clans need to come in quickly (clans were not only for melee games), so many clans were built around just custom games in broodwar and warcraft 3. Hell im sure plenty people have experience of joining a clan that was based around their favorite custom game. Me for instance joined a footmen frenzy clan at a point in time.

- Automated Tournaments. Nuff said (1v1) (2v2) (3v3) (4v4) and specialty matchups , like tvt only , or tvp only, or zvz

This one is just a preference, but i want to see the actual return of Animated portraits. Not these static crap you see in starcraft 2. The warcraft 3 ones moved and were animated, giving a more gratifying feel to the game in regards to your rewards.

ANOTHER thing sc needs is

A 2nd version of the map editor should be released (one version for hardcores, other version for noobs)

the noob version would be extremely similar to the warcraft 3 own.

Why? to get more interest in map making. More new maps coming out under a fixed custom map display system will be beneficial to the casual community.

For additional ideas, just look at dota 2, steal their ideas, in-game client spectating for example. Stream tournament games in the client. Remember the casual gamer does not fucking care about checking forums , Unless a tournament link is posted directly into the client, only the hardcores will see or hear about said tournament. If we are looking to get casuals interested. The stream needs to come from within the client so curious casual gamers will click on it and maybe, just maybe they will be like , "wow i didnt know guys played this for money, this looks cool" and then suddenly, we have a new esport fan.

Ultimately however in my opinion. Its a little to late, blizzard has waited to long to release this expansion . Having sc2 release without chat channels is the biggest mistake these guys have made. For a game to take over 2 years to get features to bring it up to par with previous blizzard games has ultimately come back to haunt them. I dont see even if blizzard puts in the fix'es i mentioned having that much of an effect anymore. The bad taste in people mouths will not be forgotten so easily.

I do say however, If blizzard takes an approach that DRASTICALLY changes the melee game(more new units than they are showing right now) and totally redesign custom game scene from ground up. they can turn it around by word of mouth from people actually playing it, But what has been presented so far in HOTS, The nail in the coffin is coming.

perma-lien

[–] **CollegeBytes** 32 points 1 an de ça

I completely agree with you on every aspect. Especially on the map editor.

back in Wc3, 14 year old me was making amazing maps for the community. Edited Footies, Dota, God's Land and creator of Island Savages

none of my versions were super famous but hey I had fun doing it. The maps in SC2 aren't open sourced. Do you know how many different authors LoaP had? Every month/version there was a new author and LoaP would grow to become 8 different games and PEOPLE LOVED IT. When you go into the Galaxy Editor you can only open the Blizzard made maps and your own....this is unacceptable

SC2 doesn't have that open source feeling anymore.... anything worthwhile that is community driven is opensourced. PERIOD (EG. Linux, Android, Counter Strike, Dota)

Back in Wc3 I wasn't afraid to try new games because I knew other people would fill the lobby. However, when I click on the new maps now I feel like I'm stuck there for hours.

<Here I was going to bash the Sc2 Map Editor but I've just turned it on. And I have to admit Its not as ugly or overwhelming as I remember it two years ago.> Though, I wish their Galax-C language was better documented. I hated the tedious programming through the GUI for Wc3...as a computer scientist I'd like the option to just write it all out in code like JASS for Wc3

perma-lien parent

[–] **omgroflkeke** 9 points 1 an de ça*

> back in Wc3, 14 year old me was making amazing maps for the community

When I was 14 I was editing up custom versions of popular SC1 custom maps tweaked in

player position 1's favor (that I obviously camped), then trying my damndest to act innocent when people would ask why they had to re-download the map in lobby chat.

Good times.

perma-lien parent

charger plus de commentaires (1 réponse)

charger plus de commentaires (1 réponse)

charger plus de commentaires (2 réponses)

[–] d4haxor 17 points 1 an de ça

Definitely agree with you about the UMS games. One of the things I was most excited for was the crazy large library of good UMS games. Blizzard fucked over their best aspect by only allowing you to see popular maps (even if no one is fucking playing it at the time) Why not show maps that people are trying to get going? I don't want to play the same fucking 10 maps all day, I want to play one of the fun ones, and trust me, if people see that I'm actually looking for people, I can get a game to fill up of just about anything. Used to be you could play DAYS of crazy fun maps and not even scratch the surface of the UMS scene. Now you play 2 shitty game rip off maps, get bored, and stop.

perma-lien

[–] Trucidar 21 points 1 an de ça

Sad thing is the UMS mapmaking community was very large at the start.Very vocal and wanted to help make the game better. They had insanely cool ideas and thousands of fun maps could have been made. I was there. I watched the best and most talented mapmakers quit one by one after Blizzard wouldn't even acknowledge their existence. Blizzards failure to support its mapmaking community is in my opinion the #1 cause for SC2's death.

perma-lien parent

[–] d4haxor 7 points 1 an de ça

couldn't agree with you more my friend. It really is a shame, the game could have been so great with a solid UMS community thriving, instead of the few maps popular enough to earn a stroke job from Blizz.

perma-lien parent

[–] Lucavious 19 points 1 an de ça

So I worked on maps for StarCraft II. I took over Marine Arena for two years from Crayon and recently gave it up to focus on school and work. I'm on my phone so I'll make this brief: Galaxy Editor is a **fucking nightmare** to use. It was designed for programmers to make professional games to sell. There's no unit wizards or spell designers. There's no simply swapping animations to make neat things. You will spend an entire afternoon making *one* good custom unit with working actors and abilities.

Nobody is making good maps because making maps right now is a gigantic time consuming pain in the ass and the end result of your work is typically something that could have been made in Warcraft III in a quarter of the time.

perma-lien

charger plus de commentaires (1 réponse)

[–] [effacé] 1 an de ça

[deleted]

[–] The_Drizzle_Returns 9 points 1 an de ça

> how lonely the social aspect of the game is just like Diablo 3 was on release

Both games felt this way. I have no idea how a company that essentially built the biggest social game on the planet (WoW) turned into a company that didn't even include the basic social features at launch (channel chat for instance).

perma-lien

charger plus de commentaires (1 réponse)

charger plus de commentaires (6 réponses)

[–] FIEIA 49 points 1 an de ça

The new HotS new units are extremely boring to watch, my excitement level went so low seeing them in action.

perma-lien

[–] Dark1000 17 points 1 an de ça

They really aren't. The viper, mothership core, former widow mines are very exciting. But they aren't going to fundamentally change the game. HotS is, after all, just an expansion, not a sequel. What you are bored of is SC2.

perma-lien parent

charger plus de commentaires (2 réponses)

charger plus de commentaires (8 réponses)

[–] GGCObscurica 15 points 1 an de ça

Michal "Carmac" Blicharz wrote on the topic over four months ago.

"Ironically, it has nothing to do with gameplay and everything to do with money." Or, in other words, SC2's very business model gives it only one generation of gamers in which to exploits its potential as an esport. Games with iterative production strategies, like LoL and Magic: The Gathering, are uniquely unburdened from limited timeframes. It isn't just a matter of making SC2 F2P. It's a matter of figuring out a way to *both* retain and renew its playerbase.

Now, none of that's saying that SC2's at risk of dying off anytime soon. I don't actually agree that it'll die off before LoV - it's guaranteed some renewed interest by LoV's release, in fact. Whether it'll have as long a functional lifespan as an esport as Brood Wars is another question entirely, but it's still set for another couple years of life at least.

But, as it is right now, it won't last much longer than a year or five after LoV, and the prize pools will dwindle long before then.

Now, as for solvency, there are basically two routes Blizzard can take, split upon audience. And, for that, it should be understood that there *is* two audiences for Starcraft 2 in the first place, and they do not overlap as readily as the lay player might think.

The first audience is us: the competitive freak. We're actually the lesser group, even as we have the loudest voice among the lot. We're the one that gets all the attention, and we're certainly the ones that keeps SC2 market-viable as an esports, but because of the fundamental problems that Carmac brings up we're inevitably going to shrink in size over the years without intervention. For the purpose of the problem of "how do we keep SC2 viable as an esport?" the goal will be to increase and retain this audience.

Audience retention is actually not that difficult, in this case. There's only really one trick, and the ladder and rank decay is the "negative" example of this: individual investment. Cosmetic tweaks and purchase-only customization bling is about half of what's made Riot successful in the first place: their players are *literally*, *monetarily* invested in their accounts and in the game. Even as you gain no real power from using either Pulsefire Ezreal or the default skin, just the ownership of the former makes you less likely to ignore the game six months down the line.

Custom unit skins beyond the default color palette swap: high reward, but also high risk, as their silhouettes are crucial to the multiplayer experience. Custom avatars: much lower risk, but also probably a lower demand. Custom UI graphics and elements? Probably a good compromise, though I understand that the burden on development is fairly large compared to the other two choices.

The second audience is literally everybody else. I'm sure most of you have read the Penny Arcade Report at this point regarding the singleplayer vs multiplayer audience. Well, not-so-big news: the single player/casual audience is HUGE. Hell, even for the utmost example of a thriving esport like LoL, they're dominated not by rank-climbers, but by Proving Grounds players and Co-op vs AI newbies. It's also an audience whose growth *causes* the first group to grow. The more casuals there are, the more of them will eventually learn to enjoy the competitive scene too.

So, for the good of all, the real goal is to grow this audience over and over. And here's where things actually get tricky.

The best solution I can think of consists of standalone mission DLCs. Side-stories that don't require you to understand the ongoing main plot to sink your teeth into. It'd require SC2 to be released as a F2P platform, but also gives it much more replayability to the casual gamer. Bonus points if you occasionally have big-name scifi writing talents to lend their pens to the shared universe. I'd totally play a scenario written by John Scalzi. Extra bonus points if you allow *players* to design and sell mission packs too.

All the bonus points in the world if you do them by season releases, and have each season contain its own standalone storyline. Now you have what it takes to nab *new* audiences without demanding them invest time and money *first*. In fact, re-releasing old seasons as free downloads later on down the line then allows you to keep them hooked...

I'll cut myself off at this point, as I'm starting to ramble wildly. To be frank, I have about as much an idea of what to do to ensure SC2's survival as any of the rest of you - ie: bloody nothing, mate. But I'll stand by my analysis on the most important bit: the key to keeping SC2 viable is to keep it *relevant* even after we have kids, and *they* start playing video games, and *they* have kids, and *their* kids start learning to mash buttons. The traditional game-in-a-box business model does absolutely fuck-all in that direction. Blizzard must switch to an iterative strategy.

perma-lien

charger plus de commentaires (1 réponse)

[–] **MLG_Wiggin** 26 points 1 an de ça

A friend of mine (Duckville) asked me what I thought about this, and I thought I'd share my answer here. Forgive me for the wall of text, and remember that my opinions do not reflect any views of MLG or anything (I'm just an admin, and I made this account at an event a while back).

I think he's on to something. Blizzard does need to change their model if they want SC2 to succeed on the same level as other games. He's probably right, it would be better if they built significantly more into the casual and community side of the game, though that's not exactly a new idea. I mean, let's be honest, battle.net2.0 really is a bit of a failure. There is little to no sense of community in the game, and while ranked ladders are important and awesome for people like us, the vast majority of people would rather play custom games and chat and have a good time. On the other hand, we all want Blizzard to do more for the competitive scene, so how do we reconcile the two?

I think I'd like to see Blizzard refocus internally on making LotV (because it's too late to change a shitload in HotS unless it's with a massive overhaul patch) fit more of that BW and WC3 model of making it easy to create lobbies for custom games, create channels, clan support, etc. Build community into the game. Sure, we want it balanced for competitive pay, but if they focus on custom games, channels,team games, comp stomps, etc for the casual player then they can stop giving a fuck about them when it comes to balancing 1v1 at a high level. An overhaul of battle.net 2.0s UI and functionality would be a huge step in the right direction. I mean sure, give us in-client tournament viewing like LoL. Give us Valve's DotA2 support and stuff, that's great. Let the competitive community dictate things like maps for the ladder, or (holy shit) let them set up their own ladders with their own rules in game that can be joined. I mean shit, how cool would that be?

Of course none of that matters unless the game suddenly becomes (more) popular with the next expansion. It's hard to do that with an existing IP. So they should probably look into making it F2P. That's absolutely a way to get some crazy numbers of people playing your game. And there are plenty of microtransactions they could implement to let them recoup the loss. Skins. Hats for your fucking units. Dance animations. Voice packs. IN-CLIENT daily/weekly/monthly tournaments that you have to buy into with some kind of reward, like a limited edition skin or emblem or something.

perma-lien

[–] **BankaiPwn** 11 points 1 an de ça

I think you hit the nail on the head with your point about SC1.

I didn't play melee in SC1 for shit. Looking back, do I wish I did? Yeah maybe a little, but SC1 still ranks probably close to #1 in my all-time played game.

Why? UMS.

UMS in SC1 was crack cocaine to the growing gamer that I was. FoTM games would come and go, there was almost always something new and interesting to play. If I wanted to revisit old games, I had a 3 click button to make the map KNOWING that other people were invariably going to join my game. SC1 probably consumed 20k hours of my life, and I loved every moment of it

Sure it had it's issues, but any 14 year old game will.

In SC2, I've maybe put in 1% of the time I put into SC1. I'm a competitive person, but I couldn't find myself enjoying the monotony of the ladder system. Many of my friends bought it for custom, and many of my friends stopped playing several days in because of how bad the system was. I got them to try it when arcade came out, but it still felt weird. Games were hard to find, top10 popularity still run rampart with many other games rarely ever getting close to being played... This was the beginning of my lengthy (and ongoing) hiatus.

The other big thing... Chat channels, lordy lord... Even when I wasn't playing SC1 custom games, I was in a chat channel, shooting the shit with people, or hell even the triviabots etc. I don't understand why the UI is so clunky and why it seems they want to restrict communication. Isn't that typically what video games have? Chat functionality?

Anywho... here's to hoping that they restore a little bit of what made SC1 awesome, the accessibility of easy communication, and UMS, because cocaine.

perma-lien

charger plus de commentaires (1 réponse)

[–] **ChronicPains** 44 points 1 an de ça

I actually agree with how SC2 is turning out. I got into the beta and then bought the game opening day. At first I played it pretty intensely climbing my way from gold to diamond over a course of a month or so. But then it got a point where I just didn't want to play competitively anymore. It would take FAR too much time and dedication to get into the prestigious masters league, so why bother? I wanted to enjoy the custom games of the BW era and WC3 times, not just hammer out ladder games. SC2, unfortunately, lacks even the slightest resemblance to the custom game power of BW and WC3.

In fact, over the course of the past year I've noticed that I'm playing less and less of the game up to a point where I haven't played it in two months. All I play now is DOTA 2 and I'll even log onto WC3 to play custom games with my clan (we formed back in 2005-06 and are now pretty close friends in real life) more than I play SC2. The game just seemed way too focused on competition.

Blizzard took the competitive scene of Korea and attempted to market it worldwide. I think that was the mistake they made. If the competition only flourished in Korea and Korea only, why would it flourish worldwide? Aside from the small, underground foreign things, BW did not have much exposure outside. In fact, didn't the foreign scene actually have some sort of power in BW before Korea took over the scene and suddenly rose to fame in BW?

Either way, I'm probably not going to be getting Heart of the Swarm unless there is something massive compelling to bring me back.

perma-lien

charger plus de commentaires (1 réponse)

[–] **Obitus** 37 points 1 an de ça

I think the biggest reason for LoL success and DotA 2 success is there is always something new to keep your interest not just the cosmetics but gameplay changes. I keep coming back to DotA 2 because of hero additions and patch changes almost weekly. SC2 gets stagnate for months with no indication as to what blizzard is doing. They are like a slow old man.

Also very important is team play, sc2 gets so boring because you're literally playing solo all the time. There is nothing making playing with friends exciting, the best you can get is a rivalry that lasts till one party gets frustrated and quits. I literally quit because i've got no one but ladder to play with, as opposed to games like DotA or LoL i got hundreds of friends playing, and can easily make more.

perma-lien

[–] **Obesely** 16 points 1 an de ça*

Just quietly, in case you *haven't played the original DotA; once the DotA heroes are ported over, expect to see no more than a handful of heroes a year (if that) in DOTA2 so please don't set yourself up for that sort of expectation.

It's why you see so many people on /r/dota2 remind people to exercise patience as when the game finally ships, we won't be getting heroes anywhere near as frequently as we are now. Not that I disagree with the rest of your post.

*EDIT: "have" was meant to be "haven't"

perma-lien parent

charger plus de commentaires (9 réponses)

charger plus de commentaires (1 réponse)

[–] **ftayao** 29 points 1 an de ça

I've been saying something like this for a long time. SC2 is a game designed from the start to be built around competitive e-sports play. THAT'S TERRIBLE GAME DESIGN. You design a game to be fun and accessible, so that people will WANT TO PLAY. In SC2, Blizzard appeals to about 5 percent of the gaming community.

I went into SC2 as a Brood War fan of 10 years. I enjoyed the early competitiveness of it, and the fact that all my friends were playing. But then, I hit Masters within a few months and then...there was nothing. No further enjoyment. The only friends that were still playing were friends who were hardcore competitive players; all my other friends had long since stopped. Playing ladder became more frustrating then enjoying. Custom games were shit, and I couldn't find a game that I'd spend hours on like in BW. It became a boring, lonely, anti-social game for me. Everything from the chat, the friends, and the game client just spelled loneliness.

Why have a game that costs 50 dollars and requires massive time investment to get into? Remember in Brood War, when you can install it on pretty much any computer and just start having an impromptu LAN session in school? I can't even find a single person anywhere who plays SC2 other than in gaming clubs. Having a high skillcap required to play the game IS NOT A GOOD THING. That means no casuals gamers want to play. And to you hardcore gamers, casual gamers are the ones that make a game succeed. Without a playerbase, SC2 WILL die as a game and as an e-sport.

As much as I know most of you hate LoL, I believes its the shining example of how an E-sport

should be done. You first make a popular game thats casual, fun, addicting, and easy to get into. Then when you have a huge playerbase, its highest levels either naturally evolves into an e-sport or with encouragement from the company. There you go, a natural E-sport with a sustainable model. Tons of players, lots of fans. I mean, I can go anywhere, and meet TONS of people who play league. I mention the name, and suddenly everyone is gathering around talking about it. And best of all? Some of these people had never even played video games until they somehow got into League. Now I see status posts on facebook all the time about them talking about the World Championships, and discussing the teams when before they never even knew that E-sports existed. Are they hardcore gamers? Not at all but we are all having fun and that's the most important thing.

perma-lien

charger plus de commentaires (3 réponses)

[–] **T_Stebbins** 12 points 1 an de ça

This will be great for State of the Game.

perma-lien

[–] **defragc** 11 points 1 an de ça

Blizzard had been doing too much revolving around SC2 and not enough about the actual game itself.

They spent a massive amount of manpower and money to create BNet2.0, much more so than they ever did with the original Battle.net. They put resources into integrating it with other games, with WoW being such a massive driving force of the entire company now.

Blizzard is a completely different company since Brood War. They have focused on building the framework around SC2 and other games and the eSports scene the way they want it to be. Building that foundation is good, and they're so large they had separate divisions working on just BNet, but the main focus of the company wasn't necessarily SC2 itself. This is also shown with their position of having it be three games - WoL was a part of SC2 because it wasn't ready. The framework was (or so they thought) and enough was to warrant the major AAA title release, but not enough to live up to Brood War.

Couple all that with their continuing to have the same mindset when it's clearly not working and we're left with what we have now - a lackluster SC2 with lackluster expansion and lackluster framework and misguided vision towards the game and eSports scene.

All these nuances are easily noticeable when playing the game, and even worse when watching it. Thus the numbers drop across the board. Blizzard is smart and has noticed, but they're also unwilling to change their corporate mentality that they've built up around the company, their franchises, eSports, and Starcraft itself. They have their vision of what they want and will try their hardest to push the industry, fans, sponsors, and everyone else to go along with it. Hasn't worked so far, and like Destiny said, it doesn't look good in the near future.

perma-lien

charger plus de commentaires (1 réponse)

[–] **Exzodium** 10 points 1 an de ça

Starcraft 2 is like Golf to me. The game is easy to understand and watch, I know the Rules and the theory, but I lack the talent to want to play it for more than once a year.

perma-lien

charger plus de commentaires (1 réponse)

[–] **soundslikeponies** 12 points 1 an de ça

The point made about ip in LoL is actually very good. I play ridiculous amounts of LoL and DotA2, and actually rarely play sc2 (it just didn't live up to broodwar)

The thing that's crippling my want to play sc2 as a semi-competitive player is the fact that you can *lose progress*. Being able to lose progress, means that when you have one of those days where you play and lose 3 games in a row... why play the game the next day? If you've gotten into a habit of playing, sure, but many people are turned away when in the first few days of playing they have a day where they gain negative net rating.

In DotA and League, not only is mmr hidden for the normal matchmaking, but you get *rewards* for playing win or lose. In DotA you get items, and in LoL you get ip. Sc2 suffers from very little player reward for playing, and the ability to lose progress.

Players stop playing a game if they don't feel like they're making progress. That's just how games work.

perma-lien

charger plus de commentaires (4 réponses)

[–] **pastamanrofl** 8 points 1 an de ça

My biggest problem is the map popularity system. Everyone plays the top 10 and nothing else. Gone are the days of cool custom maps popping up and people playing the hell out of them, modding them, putting new stuff out, etc.

I remember playing the hell out of those LOTR (Lord of the Rings) maps back in the day. Granted I kinda sucked at the more complex ones, but it was a lot of fun and the map designs were great.

perma-lien

[–] **dodgedfml** 9 points 1 an de ça

You know what starcraft needs? Hats. Fucking random drop hats. Like a little hat for a zergling or some retarded top hat for a zealot.

Seriously though. The major lack for starcraft is longterm appeal, it's fun for the super competitive people out there to keep going and get better but most of the people that spend 8 hours a day working (or something close to that) aren't going to play 10 games everyday it just won't happen. Blizzard needs some way to get them to play a few games a day with some simple rewards (see TF2/Dota2 as good examples, league as a lesser example).

perma-lien

charger plus de commentaires (1 réponse)

[–] iSanddbox 80 points 1 an de ça*

Blizzard seems to be moving over to the right direction in HOTS. I'm a little peeved they're still refusing to take action now though - for a small example, after all this time we still have outdated ladder maps, maps that aren't cross spawn only, and no neutral supply depots or similar solutions.

I feel like Blizzard is doing a much better job listening to feedback for HOTS but they're still completely dropping the ball on WoL, and it's showing.

It is true that the direction Blizzard's taken the game has led us to a place that is less than optimal, to say the least. Maybe we need some ESPORTS founding fathers to draft a constitution and send it off to Blizzard.

perma-lien

[–] NeoDestiny ✔ [S] 125 points 1 an de ça

"Moving over to the right direction" ....yeah, I guess....But it's kind of like an anesthesiologist knocking you out halfway through the surgery...Too little too late, man.

perma-lien parent

[–] iSanddbox 25 points 1 an de ça*

I agree, mostly - they've clearly taken a long chain of steps in the very wrong direction. I don't think SC2 will really "die" in the near future, but if growth doesn't pick up after HOTS then we probably are pretty screwed.

It is really disappointing that after two years they still can't get even some of the basic fundamentals right. Maybe we should find a tire iron...

EDIT: I should mention that I have no idea what I'm talking about and I'm looking at this purely from the perspective of how Blizzard has handled the game, not tournament viewer numbers or whatever (although the fact that LoL is beating us so badly is a pretty big indication).

perma-lien parent

charger plus de commentaires (1 réponse)

charger plus de commentaires (2 réponses)

charger plus de commentaires (10 réponses)

[–] DevilMirage 17 points 1 an de ça

Even day9 is like "hey let's just play magic"

perma-lien

[–] Blueblox 56 points 1 an de ça

I would pay to have all my marines have top hats. In fact I would pay 10$ for top hat mariners. Also customizing my tanks to look like merc tanks (like in the campaign) or merc marauders I would actually pay for unit skins. Make it so that you can either buy skins or earn them through getting achievements. Also the custom games in SC2 kinda suck compared to WC3's customs.

perma-lien

[–] bootsncatsy 26 points 1 an de ça

I thought they would have these things at launch because they gave the impression that they wanted long term income (remember when they said you could sell custom maps or paid name change?). Hell, I thought you would be able to upload your own in-game decal in place of those ones you get for rewards. Who cares if it's XXX rated (make an option to disable), Counter Strike does perfectly fine with sprays. I think people would love to have an identity, something that makes you go "Oh damn I remember playing this guy before."

perma-lien parent

charger plus de commentaires (2 réponses)

charger plus de commentaires (10 réponses)

[–] MooMooMan69 7 points 1 an de ça

After reading this I believe blizzard needs to delay HOTS. Not only because of the balance issues, but to overhaul b.net 2.0. THEN market the overhaul & new customs HARD

The arcade does need to be scrapped. I was one of those guys who spend countless hours on UMS and 2v2 BGH games, and I've barely touched UMS in sc2

perma-lien

[–] SubNoize 8 points 1 an de ça

Moving away from Battle.net into Battlenet 2.0 was the biggest fuck you to customers that Blizzard ever gave.

Warcraft3/broodwar were everything, i spent hours every day playing custom games. Arcade feels like shit. Complete vomit, everything is so bulky and over the top and squishy.

WC3 felt quick and bright and you had lots of room on the maps etc.

perma-lien

[–] IsomerSC 14 points 1 an de ça

I just wrote this comment in another thread about my opinions about Blizzard. I then saw Destiny and I were on the same page. Here's my comment:

If you notice, there is a trend towards more sparse release of content as Blizzard developed as a company. In their earlier years, they banged out tons of games and felt really vibrant. Nowadays, they seem to be eschewing experimentation and volume for becoming, frankly, entrenched in their current 4 games (SC, WC, WoW, Diablo).

I would be fine with this trend towards less releases and less titles in general, but the problem is their games are NOT living up to expectations. From diablo to WoW to SC2 and WC3 we really see widespread displeasure about their games. With WC3, it didn't have the same vitality as an e-sport as BW did; for SC2, the anti-social and lackluster design of b.net, as well as a rather sluggish balance response and simply shitty maps, most players are simply becoming disinterested. I can't speak to WoW or D3 as much because I didn't play those games seriously, but I have heard a lot of complaints about those two games from other gamers.

I love Blizzard games and I will continue to play them for as long as I continue to have a good time playing them, but I just feel like they have lost their way as a company. Yes, they are making great games that you can't really get from other companies, but they are not AMAZING games. Just great. Think of all the easy features that they could have added that people are always complaining about...Why not add those? You already found so many of them to be amazing in your previous games....

perma-lien

[–] **[deleted]** 40 points 1 an de ça

I think from a purely spectator perspective the gameplay in SC2 can be really boring to watch, especially when Zerg and Protoss are concerned, but sometimes terran too.

Things that are NOT fun to watch:

- Vikings/Corruptors slowly shooting down Broodlords and Colossus.
- Any amount of Colossus sitting ontop of a protoss army. Colossus in general. The way they deliver their AOE is simply too easy/constant/brainless. Look at other units, hellions at least have to get a good angle to maximise damage, tanks have to siege, mines/lurkers have to be placed strategically, etc... but colossus... they just have to sit on top of your deathball and deliver free damage. In addition to this, they force the most boring antiair units out, vikings and corruptors.
- Protoss deathballs, the fact their whole army has to stay together like a pack of scared children in order to protect the precious sentry, colossus, high templar, and even immortal units is just silly.
- Gateway unit allins. 4/7/8, its dull.
- Mass Roaches (boring all purpose ground to ground unit that has just enough range to let enough roaches attack at once, but can only kite zealots... zzz)
- Fungal Growth.
- Concussive Shell (reduces early game engagements)
- Forcefield* (reduces early game engagements, one sided battles where forcefield are used are kind of dull to watch)
- Any race turtling on three/four bases (even if its not on purpose).
- Infestor - Broodlord compositions.
- Vortex.

Things that ARE fun to watch:

- Marines splitting against banelings.
- Constant harass via medivac or warp prism play.
- Good (and constant) position play using zone control, mostly seen in TvT.
- Positional play via surrounds.

  I'm not going to offer any solutions, because anyone can do that. I just hope Blizzard realises at least even a quarter of the things I listed are not fun to watch.

perma-lien

[–] **BobTheSCV** 17 points 1 an de ça*

At least in my experience, these are the broken match ups from a spectator standpoint right now.

PvP - Games are short and rarely exciting. Except when they are long, extremely passive, and boring.

ZvZ - Games are short and rarely exciting. Early game ling micro feels like a coin flip.

PvZ - Nothing happens for 20 minutes, then a total coin-flip based off whether or not protoss is able to pull off an archon toilet which either instantly destroys the entire zerg army and protoss wins, or fails allowing zerg to a-move to victory.

TvZ - Bio/tank. Terran is aggressive, terran does damage, terran sieges a base, zerg gets 2 brood lords out, terran's vikings are too far away, terran loses his army, zerg masses on infestor/broodlord/corruptor, gg.

In general, the whole "unless you kill him by N minutes, it's unwinnable (TvZ) or a coin flip (PvZ)" is boring.

perma-lien parent

charger plus de commentaires (2 réponses)

charger plus de commentaires (2 réponses)

[–] **gw2_lurker** 6 points 1 an de ça

That's the great thing about League of Legends, you can play tons of games without ever touching ranked play. Hell, they even have an exact replica of ranked (with team bans and all...) that don't even have rankings (Draft Mode)!

I'm not a casual player, but I understand how important their presence is, and how desperate I am for them to be in my game... for the health of the game.

On a side note, I think one of the biggest problem with SC2 is how they added a retarded ass ranking system when you go to 'arcade'. I get the concept, yes, it's nice and easy, but I use to have so much fun just going down to UMS/MEELE and finding games with people writing their own unique titles to their hosted rooms. There was some down sides, like sometimes it would take a long time to fill a game, but that was usually only because either A: the map sucked, or B: the search filter needed to be refreshed (remember the old, closing/opening slots?).

Even freakin' replays, I was completely shocked you couldn't host a game for others to join, to watch replays together (something completely functional in the original). Tons of small things like that detract me from Starcraft; it's silly really, but these things are important! (Damn it!)

perma-lien

charger plus de commentaires (1 réponse)

[–] **VeLx-2** 33 points 1 an de ça

Thank god a larger community figure is acknowledging this. Thanks Destiny, if any small time person said this they'd be downvoted to hell.

perma-lien

charger plus de commentaires (2 réponses)

[–] **I_promised_the_world** 18 points 1 an de ça*

Yeah, it is seemingly too late, but in reality anything can happen. If Blizzard wants to stay relevant and not be left in the dust of Riot and Valve, then they need to:

- Stop using old ass maps. SO BORING.
- Free to play, or make the experience worth the purchase price over the fun to be had with LoL or Dota2.
- Do not release ~~the WoL patch~~ HoTS anywhere near what it is.
- Make the game **fun to play**, not just watch. It's not very addictive.

Thank you, Steven, for starting a topic of discussion that desperately needed to begin within the community. We must dispel the dissonance if we are to survive.

edit: It should be noted that now everyone is crying for Blizzard to cater to the casual when we are all typically rallying behind progamers calling for Blizzard to cater to them..

perma-lien

charger plus de commentaires (3 réponses)

[–] **goodguyblizzard** 5 points 1 an de ça

SC2 has the backend (the gameplay, which hopefully gets even better in time) but it needs the front end (bnet, basically) to be 10x better than it is now. Right now painful to use.

perma-lien

[–] **jurble** 7 points 1 an de ça

> Everyone who played Brood War played for the UMS games; the 2v2v2v2 BGHs; the 3v3 zero clut!111 nr 20 and 2v2v2v2 FMP!.

God damn, yes. When I was in elementary and middle school, every day after class, I'd come home sit down at the PC, and play BGH. When War 3 came out, I'd come home, sit down, and play all those various awesome custom games.

I've barely touched SC2's custom games. Its custom game scene is terrible.

perma-lien

charger plus de commentaires (1 réponse)

[–] **ftayao** 7 points 1 an de ça

There's only so many deathballs you can smash into each other before people start getting bored.

perma-lien

charger plus de commentaires (1 réponse)

[–] **SC2truthsayer** 37 points 1 an de ça

Blizzard is failing with HOTS because they purposely refuse to use things that worked in brood war. 0 supply mines? Fuck that. Lurkers? Nah fuck that. We're gonna do it our way.

Hey, I know, let's implement some units that are shitty in design but similar to brood war units, so that we can say everything is original and new. Cuz u know we got feedback that people wanna play a new game.

So here, a lurker that shoots out little units, and a firebat that's built from the factory, but we're trolling you so it's a hellbat now.

Mines? 0 supply? It's impossible, the technology just isn't there yet.

Oracle? We want a unit that feels different. So instead of giving you something that kills shit, we've made a unit that can tickle the balls of your opponent's mineral line.

Brood lord infestor every game the last 8 months of every tourney vs protoss and terran? Well, our internal balance team made up of the UPS guy, the secretary, and our Q&A tester say it's fine.

Not only that, we checked in the unit tester and infestor broodlord wasn't winning in TvPs so we think the numbers are still working with this unit composition and an answer will be found soon.

10 yrs later after the global apocolypse, e-sports is dead because well...99% of the earth's population is gone. The year is 2022: A lone boy finds remains of what looks to be a working computer. He turns it on and finds that there is this game on it called Starcraft 2: Legacy of the void. He finds a VOD file from a legacy of the void tournament from the year 2014. He hears strange yelling:

caster: "AND OMG, IS IT REALLY HAPPENING, I DON'T THINK HE HAS ENOUGH INFESTORS, BUT OMG THE BROODS ARE THERE, I'M NOT SURE IF HE CAN WIN THIS, THE PROTOSS HAS A REALLY GOOD CONCAVE...OH NO! THE MOTHERSHIP JUST GOT NEURALED, THERE'S JUST TOO MANY BROODLORDS NOW, AND HE'S UP TO 40 INFESTORS, OMG GG!"

The lone boy puts down the computer and looks across the desolate landscape, losing all hope until the ghost of david kim shows up and tells him that everything is fine, his internal stats show the match-up is still 50/50 despite the last 500 tournaments being zerg wins with broodlord infestor every game.

perma-lien

charger plus de commentaires (1 réponse)

[–] **Cheshyr** 20 points 1 an de ça

Starcraft 2 was a nice game, but it didn't grow up. League of Legends is the gorilla in the room now, and I think it's the one that's here to stay.

perma-lien

charger plus de commentaires (1 réponse)

[–] **ESVDiamond** ✔ 34 points 1 an de ça

This sounds like a reason for me to bitch about maps more. Cool!

perma-lien

charger plus de commentaires (1 réponse)

[–] **RdoubleU** 14 points 1 an de ça

I have so many gamer buddies who I would have gotten to play SC2 with, save one thing. Fucking price tag. All my friends play LoL because its free. For fucks sake, the game is two years old and still 60 bucks? Common now.

perma-lien

charger plus de commentaires (3 réponses)

[–] **hullabazhu** 9 points 1 an de ça

Well, there's always blizzard dota. Right?

perma-lien

charger plus de commentaires (3 réponses)

[–] **MrTumor** 8 points 1 an de ça

900.000k ppl were watching LOL finals... i wake up at 04:00 europe time to watch the game. i grindet out 400 games of lol and its still fun with all my friends... when i log into SC2 its empty and lonely and i hate playing ladder. i get tressed and my body gets cold. i dont have fun.

i loved BW & lurkers <3 <3 <3

what i see from HOTS is not fun...

i get angry when i see a Force field & fungal... i want movement and long combat not a 3 seconds fight. and everything goes boom. Flash could not micro his army against his los to idra... wtf. fungal and banelings thats not fun... thats stupid.
want plague and lurkers :D

perma-lien

[–] **indigo_fish_sticks** 5 points 1 an de ça

Wasn't the intention of the arcade to shine a light on the UMS games, and all of that other casual fun?

I love sc2 because I am a competitor at heart, but blizzard does need to take notes on what valve and riot has been doing. I played dota, and I've been playing dota 2 and it is a phenomenal game with a ton of potential.

perma-lien

charger plus de commentaires (1 réponse)

[–] **BabyNinjaJesus** 5 points 1 an de ça

i dont give a shit about the competitive nature of the game, or having to remember everything in starcraft whatever, i spent thousands of hours on warcraft 3 TFT playing nothing but custom games, and i ENJOYED IT, now if i wanna play a custom game on SC2 i can either play 1 of 6~ that are at the top of the list, or sit in a game i actually want to play and wait for people to slowly join and leave before anything happens.

i dont wanna play fucking nexus vs nexus for the hundredth time i want a fucking list of the games that are CURRENTLY WAITING FOR PEOPLE TO JOIN, GIVE ME THE WARCRAFT 3 CUSTOM GAME LIST BACK, WHY WOULD YOU CHANGE SOMETHING THAT WAS EXTREMELY FAR FROM BEING BROKEN? WHY!, the second i found out about this change i immediately regretted my purchase of SC2 and havnt touched it since.. oh wait thats a lie, i sometimes go on a couple of months down the track from the last time i did this to see if any good custom games have emerged, NOPE NEXUS VS NEXUS BITCHES ALL DAY ERR DAY FOUR - EV - VER fuck that shit.

perma-lien

[–] **Treasy** 4 points 1 an de ça

Im not sure what blizzard was thinking in the implementation of BNET 2.0 in SC2 and Diablo 3. It's so dumbed down and stripped of any meaningful social features that it almost feels like it was made for a console game and then retroactively fit to a PC game. I'm not sure who's design decision it was, but I hope they're fired.

perma-lien

[–] **tirename** 3 points 1 an de ça

I believe you. When it comes to SC2 in Korea, it's not very big at all. At least not this summer when I went there. In proleague when the SC2 matches started, about 70% of the audience left.

The problem with SC2 is that it's just not interesting enough. I can watch BW for hours and hours, and also want to play it for hours and hours. I can probably watch SC2 for an hour, and only play one match before logging off.

perma-lien

[–] **dkapbboy** 5 points 1 an de ça

Hes absolutely right. I feel like I gotta be in this competetive mode when i play games in SC2 when really i don't give a shit. I'd rather play a casual game where i can relax. Thats the main reason I play very few and far between. Thanks for the article. I agree.

perma-lien

[–] **winterymint** 5 points 1 an de ça

Warcraft 3 was successful cuz of Dota.

perma-lien

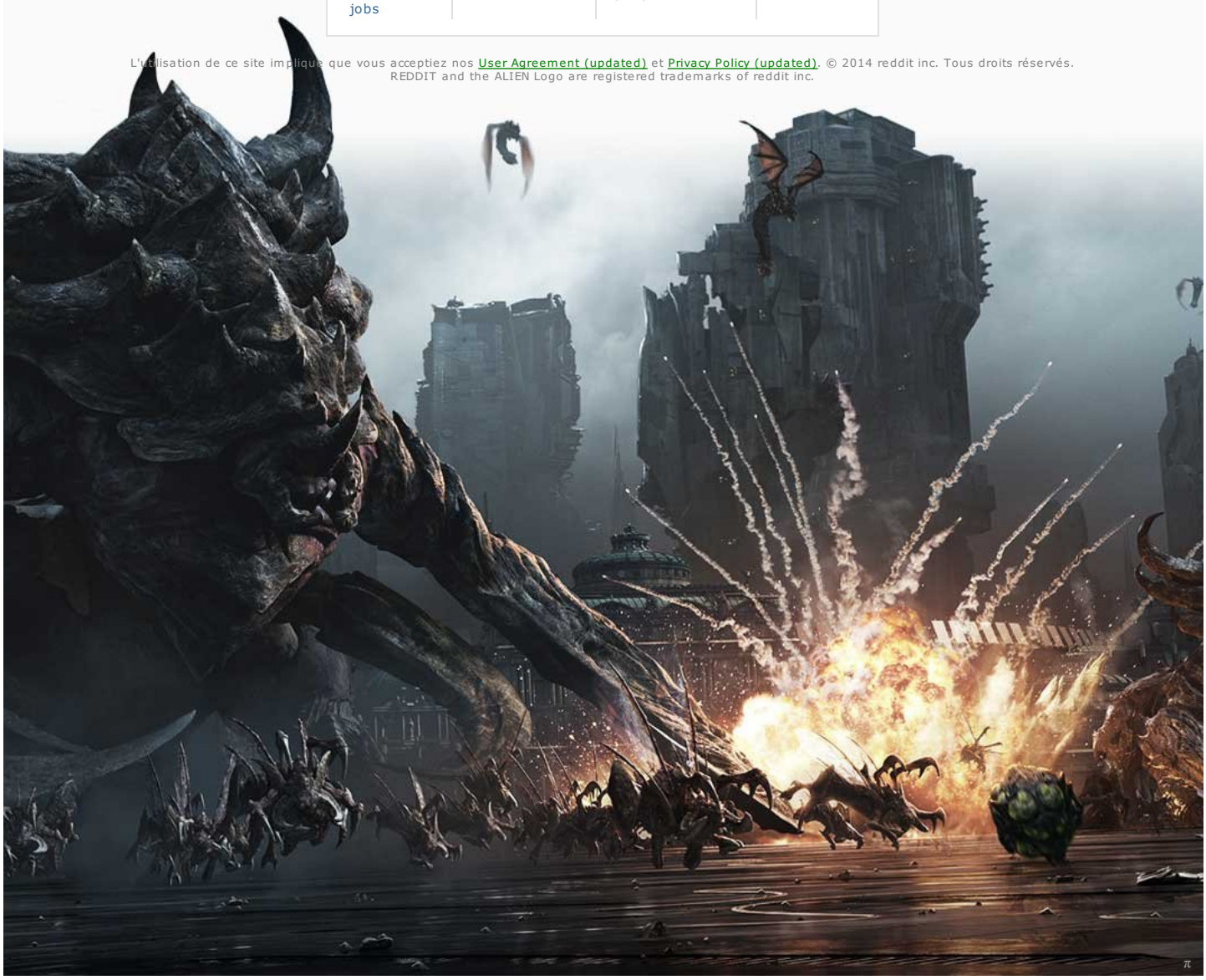
charger plus de commentaires (6 réponses)

charger plus de commentaires (1131 réponses)

à propos
blog
à propos
équipe
code source
Publicité
jobs

aide
wiki
FAQ
rediquette
règles
contactez-nous

outils
mobile
extension firefox
extension chrome
boutons
gadget

<3
reddit or
boutique
redditgifts
reddit.tv
radio reddit

L'utilisation de ce site implique que vous acceptiez nos User Agreement (updated) et Privacy Policy (updated). © 2014 reddit inc. Tous droits réservés.
REDDIT and the ALIEN Logo are registered trademarks of reddit inc.